PlayStation
RP-M
PlayStation 2

EXCLUSIVE! PS2 DEMO DVD INSIDE!

ZIFF DAVIS MEDIA

NOVEMBER 2002
ISSUE 62

OFFICIAL U.S. PlayStation MAGAZINE

Official U.S. PlayStation Magazine Issue 62 (November 2002)

gRand theft auto vice city

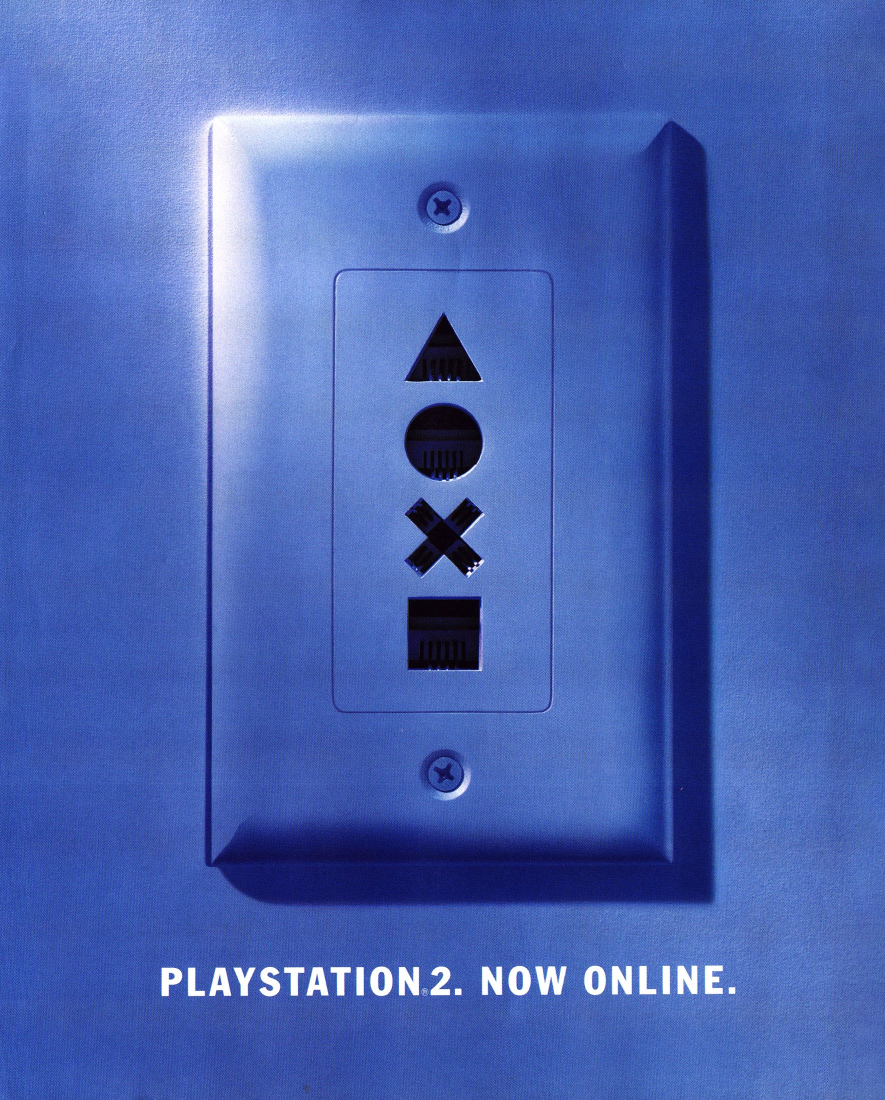
WHAT THE OTHER GUYS DIDN'T TELL YOU

icensed by Sony Computer Entertainment of America. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc.

,171 RATINGS • 16 PAGES OF TIPS

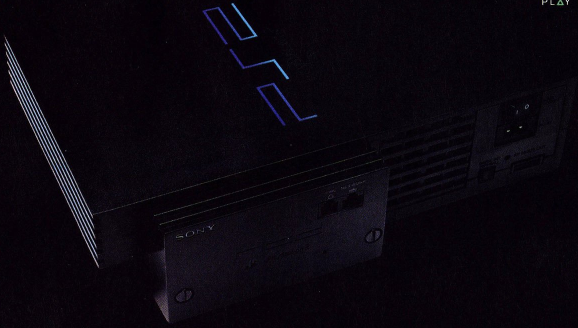
Nov. 2002
$8.99 U.S.
$11.99 Canada
Display Until Nov. 5

WWW.PLAYSTATIONMAGAZINE.COM


PLAYSTATION®2. NOW ONLINE.

Introducing the Network Adaptor for PlayStation 2.
Reach out and smoke someone.

LIVE IN YOUR WORLD.
PLAY IN OURS.



Or cross-check, smash, tackle, leg-sweep or ollie over them – even if they're in another time zone. With the Network Adaptor (Ethernet/modem) (for PlayStation 2), just about anything is possible. Like downloading new rosters, stadiums and characters. Trash-talking opponents you've never met. Or, better yet, starting your very own East Coast-West Coast sports rivalry. All against live competition, so no two games are ever alike. The Network Adaptor for PlayStation 2 is here. Get your game online.

WHAT YOU GET:

- The Network Adaptor, which offers both dial-up and broadband connectivity
- Mail-in offer for a FREE copy of Twisted Metal:Black ONLINE
- Start-Up Disc with playable demos of Madden NFL 2003 and Frequency
- Video demos of Tribes Aerial Assault, ATV Offroad Fury 2 and Tony Hawk Pro Skater 4
- All this for just $39.99 (SRP)

WHAT YOU NEED TO CONNECT:

- PlayStation 2 (duh)
- Network Adaptor (obviously)
- Memory card (8MB for PlayStation 2) with at least 137K of space (that ain't much)
- Dial-up or broadband Internet connection (in English: such as cable modem, DSL, T1 or just a plain ol' phone line)
- Network Adaptor Start-Up Disc to create ISP settings (don't worry, it's easy)

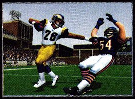
OTHER STUFF:

- The Network Adaptor works with just about any ISP subscriber, including AOL, AT&T Worldnet Service, EarthLink, SBC Yahoo! Dial and Sympatico. Check with your ISP for details.

These are just a few of the games with online features available this year:

AutoModellista

ATV Offroad Fury 2


Madden NFL 2003

Tony Hawk Pro Skater 4

SOCOM: U.S. Navy SEALs

Frequency

Twisted Metal:Black ONLINE

NFL GameDay 2003

Tribes Aerial Assault

ONLINE
BROADBAND AND DIAL-UP

Look for this icon indicating PS2 games with online capability

www.playstation.com "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc. NFL GameDay 2003 ©2002 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other (NFL-related) marks are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC. logo is a registered trademark of NFL players. www.nflplayers.com. ©2002 PLAYERS INC. All other games featured herein are trademarked and copyrighted properties of their respective publishers and/or licensors.

PRODUCTS RANGE FROM
RATING PENDING TO MATURE
RP-M
CONTENT RATED BY
ESRB

Middle-earth stands on the brink of destruction.
You will unite. Or you will fall.
TEEN
T
CONTENT RATED BY
ESRB
Blood
Violence
Join
THE LORD OF THE RINGS
OFFICIAL FAN CLUB
1-800-451-6381
www.lotrfanclub.com
NEW LINE CINEMA
America Online Keyword:
Lord of the Rings
www.lordoftherings.net

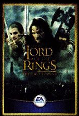
©2002 New Line Productions, Inc. The Lord of The Rings and the characters, names, and places therein, TM The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and Game Boy Advance are trademarks of Nintendo. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

Fight as Aragorn, Legolas or Gimli, each with their own unique combat styles and upgradable abilities.

Battle Sauron's evil minions, including the Cave Troll, Ringwraiths, and Uruk-Hai, from the Mines of Moria to the Walls of Helm's Deep.

Throughout your epic journey, enjoy exclusive actor interviews, scenes from the movie *The Two Towers*, and the original score from *The Fellowship of the Ring*.

THE LORD OF THE RINGS
THE TWO TOWERS™



PlayStation®2

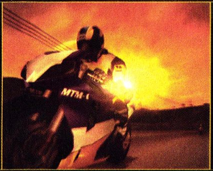
GAME BOY ADVANCE

IN STORES NOVEMBER 2002
JOIN THE ADVENTURE AT lordoftherings.ea.com

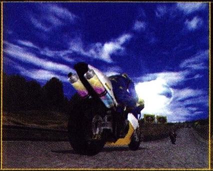
EA GAMES™
eagames.com

CONTROL FREAKS, REJOICE.

Experience unprecedented realism in the only racing game that lets you control the rider lean in turns.



Sear asphalt on 200 of the world's fastest motorcycles from Yamaha, Honda, Suzuki and more.



Earn upgrades to trick out your bikes with top-of-the-line engines, wheels and suspensions.

Redeem only at **EB GAMES**™ electronics boutique® Through 11/15/02

Save $10

Instantly

Riding Spirits

for PlayStation®2 computer entertainment system

One coupon per household. This offer may not be combined with any other coupon or promotion. Good only in stores.

Professional rider shown on closed course.

No purchase necessary to enter or win. Sweepstakes period 9/3/02 to 1/15/03. Open to United States legal residents excluding Florida and Hawaii at least 18 years old. Void where prohibited. Go to www.ridingspirits.net/ebgames for official rules. Sony Computer Entertainment America takes no responsibility for this offer. Yamaha Motor Corporation USA takes no responsibility for this sweepstakes offer.

© 2002 Spike Co., Ltd. All manufacturers, motorcycles, helmets, suits, gloves, boots, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved.

"YAMAHA" and the Tuning Fork Mark are used with permission of Yamaha Motor Co., Ltd.

© 2002 BAM! Entertainment and associated logos are trademarks of BAM! Entertainment, Inc. All rights reserved. Licensed for play on the PlayStation®2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.

Hit www.ridingspirits.net/ebgames
for a chance to win a
2003 Yamaha® R6®.

RS
RIDING SPIRITS

YAMAHA LICENSED PRODUCT

PlayStation 2

bam! entertainment

Spike

EVERYONE
E
CONTENT RATED BY
ESRB

Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

IT ISN'T LIKE THE ORIGINAL.

CLUBBER
Screens taken from Xbox.

What does it feel like to make a million leisure suits stand up and cheer? Slide your skinny ass into Rocky's shorts and find out as you join his relentless quest for the title. Or take your shot as Apollo Creed, Clubber Lang or 20 others. Start with Training Mode or dissolve to Movie Mode in venues that range from scumbag gyms to the world's most famous arenas. But don't plan on coming out unscathed - the damage is way too brutal. As red-blooded Rocky fans know, sometimes all that's left is: "Cut me, Mick."

TEEN T CONTENT RATED BY ESRB Violence

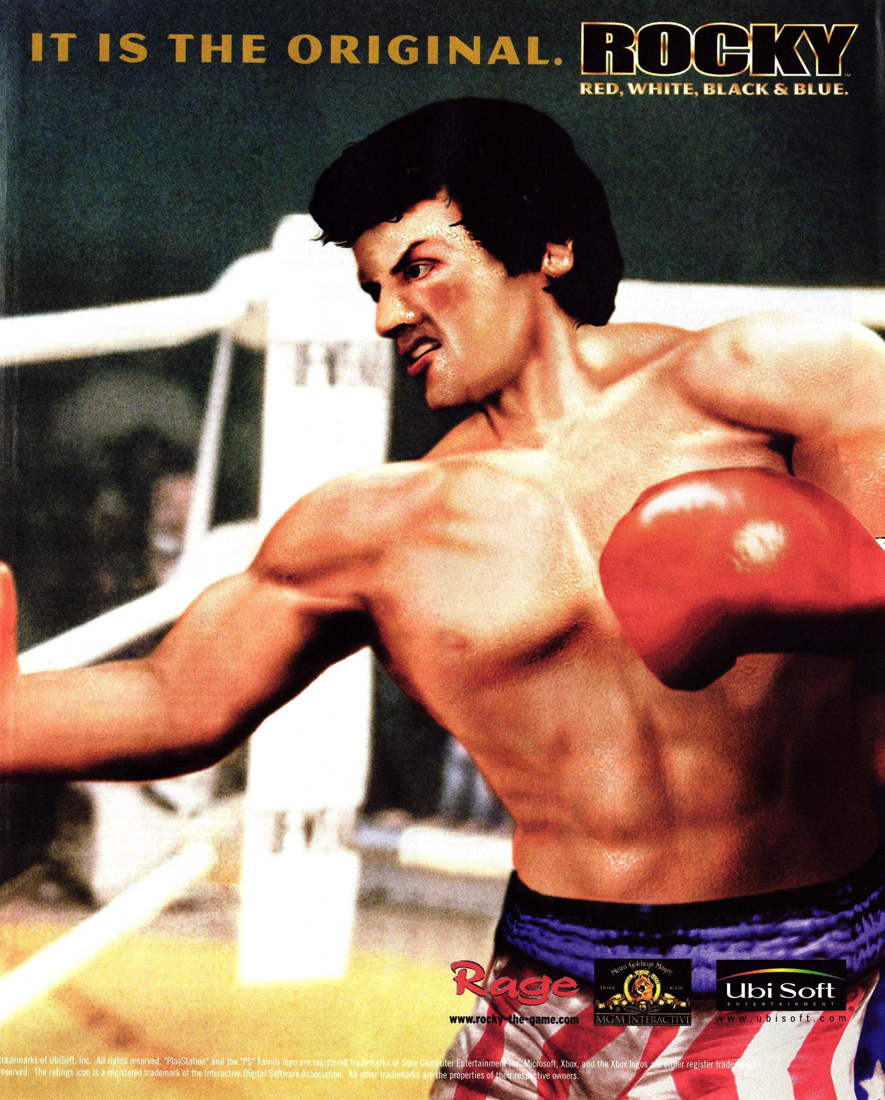
XBOX

PlayStation 2

NINTENDO GAMECUBE

GAME BOY ADVANCE

© 2002 Rage Games Limited except "Rocky" - "Rocky V" (c) 1976-2002 United Artists Corporation. ROCKY TM United Artists Corporation. © 2002 UbiSoft, Inc. UbiSoft and the UbiSoft Entertainment logo are registe
or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. All rig


IT IS THE ORIGINAL.
ROCKY™
RED, WHITE, BLACK & BLUE.
Rage
www.rocky-the-game.com
Metro Goldwyn Mayer
TRADE MARK
MGM INTERACTIVE
Ubi Soft
ENTERTAINMENT
www.ubisoft.com

trademarks of UbiSoft, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either register trademarks
reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks are the properties of their respective owners.

What The Other Guys Didn't Tell You

John Davison
Editor in Chief

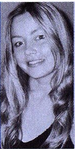
Grand Theft Auto III changed video games forever, there's absolutely no doubt about it. It's now sold 7 million copies worldwide, and it seems that no one saw this coming...no one, that is, apart from *OPM*—the only magazine in the U.S. that put the game on the cover and made a really big deal about Rockstar's epic. While everyone else was running basically the same *Devil May Cry* preview over and over, we landed the story of the year. I'm not normally one to toot our horn quite so vigorously, but I'm particularly proud of that.

On Oct. 29 the sequel will be in stores—and if you're reading this issue of *OPM* just as it hits newsstands, that's just a few short weeks away. What we've tried to do this month is bring you *"what the other guys didn't tell you."* We got exclusive access to the creative team at Rockstar, and have peppered our 14-page feature with facts about the game that you won't read anywhere else. We have details on the music, the new characters, the story, the weapons, the vehicles and the combat. We even have info on some of the promo items that will be in stores to supplement the game.

Based on your reaction to *GTA3* and the passion you've shown for *Vice City*, there's no doubt it's going to be an enormous success. Fortunately there'll be a few more copies on sale on the 29th so you won't all be scrambling around, wondering if the game has been banned. As soon as you've played it, let us know what you think by e-mailing us at opm@ziffdavis.com or linking to our message board at www.playstationmagazine.com.

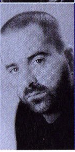
ABOUT OUR CONTRIBUTORS

ZOE FLOWER
She writes, plays video games, makes TV shows, and is rumored to have been one of the original Beatles. She produces rock videos, designs Web sites, and will kick your ass at *DDR*. That's what she tells us, anyway. www.zoeflower.com



KAREN JONES
When she's not busy with her main gig at *The New York Times*, Karen has been taking time out to hook us up with a Hollywood connection. This month she explores the staggering vitality of James Bond and how Bond games have helped.

PAUL SEMEL
Paul spends his days writing for such publications as *Maxim*, *Vibe*, *Blender*, *Revolver*, *Total Movie* and *Tongue*—and his nights writing for us. Focusing on musicians and other celebrities, he's got more L.A. style than all the rest of us put together.



JOHN SCALZI
He keeps telling us he lives to serve, and that's exactly what he does this month, busting out his usual selection of CD and DVD reviews along with his bimonthly Watchdog column. You can find even more of what he's doing at www.scalzi.com. Go now.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

EARLY CHILDHOOD eC CONTENT RATED BY ESRB	EVERYONE E CONTENT RATED BY ESRB	TEEN T CONTENT RATED BY ESRB	MATURE M CONTENT RATED BY ESRB	ADULTS ONLY AO CONTENT RATED BY ESRB
EARLY CHILDHOOD RATING Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.	**EVERYONE RATING** The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.	**TEEN RATING** Contains suggestive themes, mild or strong language and animated violence. Some parents may want to supervise children playing T-rated games.	**MATURE RATING** These games contain more adult themes, such as blood and gore, stronger language and sexual themes. Deemed not suitable for those under 17.	**ADULTS ONLY RATING** The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

ZIFF DAVIS MEDIA

THE MAGAZINE
Editor in Chief **John Davison**
Managing Editor **Gary Steinman**
Previews Editor **Chris Baker**
News Editor **Sam Kennedy**
Reviews Editor **Joe Rybicki**
Associate Editor **Todd Zuniga**
Gossip Columnist **Clish MacLaver**
Editorial Contributors **Shane Bettenhausen, Zoe Flower, Ravi Hiranand, Karen Jones, Dan Leahy, Miguel Lopez, James Mielke, John Scalzi, Greg Sewart, Doug Trueman**
Japanese Correspondent **Yutaka Ohbuchi**
European Correspondent **Axel Strohm**
Copy Editor **Greg Ford**

DESIGN
Senior Art Director **Bob Conlon**
Art Director **Jason Babler**
Graphic Designer **Tina Huynh**
Illustration **Penny Arcade**

PRODUCTION
Manufacturing Director **Carlos Lugo**
Senior Production Manager **Anne Marie Miguel**
Assistant Production Manager **Teresa Newson**
Graphics Manager **Michele Kellogg**

ZD GAME GROUP
Senior Vice President **Dale Strang**
Editorial Director **John Davison**
Creative Director **Simon Cox**
Business Director **Cathy Bendoff**

CIRCULATION
Senior Newsstand Sales Manager **Don Galen**

SUBSCRIPTION SERVICE NUMBER
(800) 627-6458 (U.S. and Canada only)
http://service.playstationmagazine.com
playstation@neodata.com

TO SUBSCRIBE ONLINE
http://subscribe.playstationmagazine.com

ZIFF DAVIS MEDIA INC.
Chairman and Chief Executive Officer **Robert F. Callahan**
Chief Operating Officer and Chief Financial Officer **Bart W. Catalane**
Senior Executive Vice President (Publishing Operations) **Tom McGrade**
Executive Vice President **Stephen D. Moylan**
Executive Vice President and Editorial Director
(Editor in Chief, *PC Magazine*) **Michael J. Miller**

Senior Vice President
(Technology and Sales Operations) **Jasmine Alexander**
Senior Vice President (Circulation) **Charles Mast**
Senior Vice President (Publishing Director, *Baseline*) **Sloan Seymour**
Senior Vice President (Game Group) **Dale Strang**
Senior Vice President (Internet) **Jason Young**

Vice President (Corporate Sales) **Ken Beach**
Vice President (Publisher, *PC Magazine*) **Tim Castelli**
Vice President (Integrated Media) **Charles Lee**
Vice President (Corporate Communications) **Aimee D. Levine**
Vice President (Editor-in-Chief, Internet) **Jim Louderback**
Vice President (Editor-in-Chief, *eWEEK*) **Eric Lundquist**
Vice President (Editorial Development) **Bill Machrone**
Vice President (Controller) **David Mullen**
Vice President (Human Resources) **Beth Repeta**
Vice President (General Counsel) **Carolyn Schurr Levin**
Vice President (Editor-in-Chief, *Baseline*) **Tom Steinert-Threlkeld**
Vice President (Internet Audience Development) **Stephen Sutton**
Vice President (Publisher, *CIO Insight*) **Stephen Veith**

Senior Director, Manufacturing **Carlos Lugo**
Director, International **Christin Lawson**

(Contact anyone on this masthead via email using firstname_lastname@ziffdavis.com)

ADVERTISING INQUIRIES CONTACT
Ziff Davis Media Game Group
50 Beale, 12th floor, San Francisco, CA 94105
Telephone: 415-547-8783
Group Publisher Lee Uniacke
415-357-4910 • lee_uniacke@ziffdavis.com

NORTHWEST
(San Francisco and Marin, WA, OR, MT, ID, WY, and Western Canada)
Marci Yamaguchi, Regional Sales Manager
marci_yamaguchi@ziffdavis.com, 415-357-4944, fax: 415-547-8777
Meighan K. O'Rourke, Account Executive
meighan_orourke@ziffdavis.com, 415-357-4920, fax: 415-547-8777
BAY AREA (Bay Area Peninsula, NV, UT)
Mary Gray, District Sales Representative
mary_gray@ziffdavis.com, 415-357-8782, fax: 415-547-8777
MIDWEST/EAST (All States east of NM, CO, NB and the Dakotas)
Marc Callison, Regional Sales Manager
marc_callison@ziffdavis.com, 630-382-9034, fax: 630-382-9010
Ian Sinclair, Regional Sales Manager
ian_sinclair@ziffdavis.com, 415-357-4925, fax: 415-547-8777
Emily Olman, Account Executive
emily_olman@ziffdavis.com, 415-357-5226, fax: 415-547-8777
SOUTHWEST (Southern California; AZ)
Karen Landon, Regional Sales Manager
karen_landon@ziffdavis.com, 760-942-6277, fax: 415-547-8777
Linda Philapil, Senior Account Executive
linda_philapil@ziffdavis.com, 415-357-8781, fax: 415-547-8777

Senior Marketing Manager and Creative Director
Rey Ledda, rey_ledda@ziffdavis.com, 415-547-8775
Marketing Coordinator
Wayne Shiu, wayne_shiu@ziffdavis.com, 415-547-8248
Advertising Coordinator
Tipler Ubbelohde, tipler_ubbelohde@ziffdavis.com, 415-357-4930
Sales Assistants
Kristeen Laut, kristeen_laut@ziffdavis.com, 415-547-8778
CJ Amit, cj_amit@ziffdavis.com, 415-547-8783

Mission Statement

The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine (OPM)* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: $8.99. Subscription Rates: One Year (12 issues and 12 demo discs) $49.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. POSTMASTER: Send address changes to Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. For Subscription Service Inquiries call us at: 800.627.6458 U.S. and Canada, or (303) 604-7445 all other countries. Fax us: 850.683.4094 U.S. and Canada, or 303.604.0518 all other countries. Or visit our subscription Web site at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. Copyright © 2002 Ziff Davis Media. All Rights Reserved. Reproduction in whole or in part without permission is prohibited. For permission to reuse material in this publication or on www.playstationmagazine.com, or to use our logo, contact Ziff Davis Media's Rights and Permissions Manager: Olga Gonopolsky, Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Tel: 212-503-5438. Fax: 212 503-5420. E-mail: olga_gonopolsky@ziffdavis.com. For reprints, contact Reprint Management Services (RMS) at (800) 290-5460 or (717) 399-1900, or on the Web at www.reprintbuyer.com. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT. Printed in the USA.

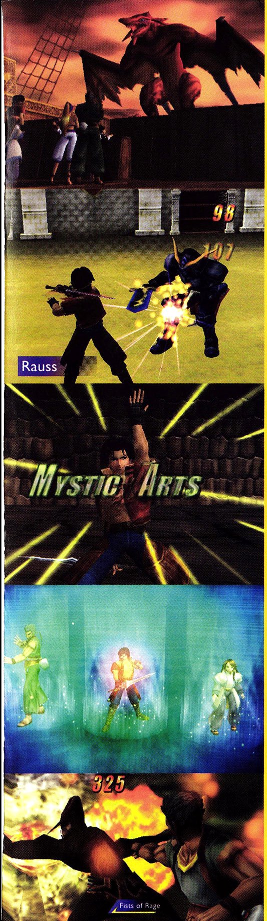
Legaia 2
Duel Saga
レガイア デュエルサーガ
NEW!
FRESH GAMES
SEE INSIDE
>>FOR DETAILS!

Legaia 2

Duel Saga

レガイア デュエルサーガ

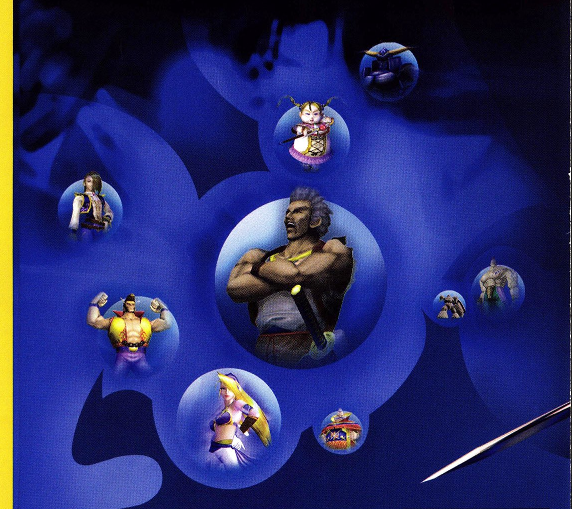
PlayStation®2



INTRODUCING THE

TACTICAL ARTS SYSTEM

- a unique battle system never before seen in the RPG genre.



PLAYFRESH.COM

SPECIAL FEATURES

Call on elemental forces to battle enemies, heal injured friends, and destroy barriers. Utilize special attack combos and combine weapons and items to create new and more powerful weapons. Add hours of gameplay with multiple side-missions and mini games.

EXTREME
HEAVY
COMBAT

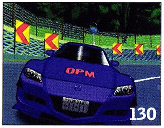
TURN BASED RPG GAMING OLD-SCHOOL STYLE...ENJOY!
-J. FRESH

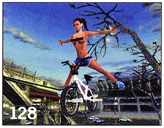
TEEN
T
CONTENT RATED BY
ESRB

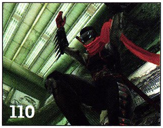
Mild Violence

Legaia 2 Duel Saga © 2002 Sony Computer Entertainment Inc. Published under license by Eidos Interactive Inc., 2002. Legaia 2 Duel Saga is a trademark of Sony Computer Entertainment Inc. Fresh Games, Eidos, Eidos Interactive and the Eidos logo are trademarks of the Eidos group of companies. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

CONTENTS







REGULAR BITS

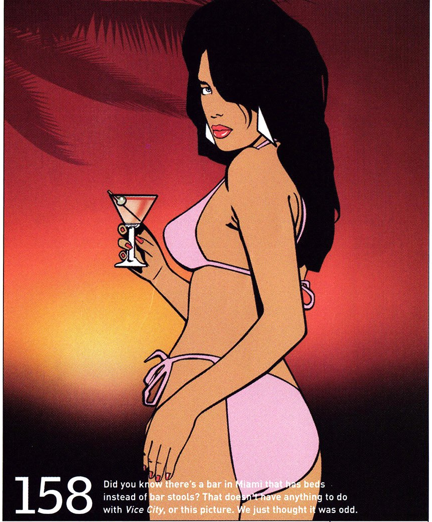
11 DEMO DISC
Play *Sly Cooper*. Play *Wild Arms 3*. Play *Hitman 2*. Where else can you do that? Nowhere, baby. Nowhere.

18 INPUT
You send us letters, we print your letters. Because we care. Here's the address: opm@ziffdavis.com.

30 SPIN
Along with our regular goodies, we take a look at comic book games and the network adapter launch.

152 REPLAY
More *Arc the Lad*! More *SOCOM*! More strategies, tricks and hints than you can shake a stick at!

168 P.S.
Want to be a beta tester for EverQuest Online Adventures? Have we got a contest for you!



158 Did you know there's a bar in Miami that has beds instead of bar stools? That doesn't have anything to do with *Vice City*, or this picture. We just thought it was odd.

We honestly can't figure out why this series is so popular. Must be the hair. **61**

Prepare to kick it '80s style with us as we return to the Decade of Decadence with *GTA: Vice City.*

EXCLUSIVE! PS2 DEMO DVD INSIDE!
OFFICIAL U.S. PlayStation MAGAZINE
grand theft auto
Vice City
WHAT THE OTHER GUYS DIDN'T TELL YOU
1,171 RATINGS • 16 PAGES OF TIPS

PREVIEWS

150 Amazing Sea-Monkeys
132 ATV Offroad Fury
130 Auto Modellista
126 BloodRayne
128 BMX XXX
134 Breath of Fire V
104 Burnout 2
130 Colin McRae Rally 3
96 Contra: Shattered Soldier
140 Crank the Weasel
114 Def Jam Wrestling
92 Devil May Cry 2
146 Dr. Muto
146 D&D: Heroes
132 Evolution Skate.
132 Evolution Snow.
140 FIFA Soccer 2003
134 Freestyle: MetalX
134 Frequency
151 Harry Potter 2 (PS1)
112 Legaia 2: Duel Saga
130 Legends of Wrestling II
98 LOTR: Fellowship
99 LOTR: Two Towers
102 Metal Gear Solid 2: Substance
112 Mortal Kombat
102 NASCAR
138 NBA 2K3
140 NBA Live 2003
102 NHL 2K3
96 Powerpuff Girls: Relish
94 Pro Race Driver
114 RAD: Robot Alch. Drive
146 Ratchet & Clank
138 Red Dead Revolver
150 Rescue Copter
104 Return to Castle Wolfenstein
142 Risk
116 Robin Hood: Defender of the Crown
128 Rygar
110 Shinobi
94 Shox
142 Silent Hill 3
143 The Sims
126 Star Wars: Bounty Hunter
112 Tiger Woods PGA 2003
150 Tony Hawk 4 (PS1)
142 Treasure Planet
150 Treasure Planet (PS1)
141 War of the Monsters
94 Whiteout
126 Wreckless
139 WWE SmackDown! Shut Your Mouth

SPIN

30 The Connection Is Made
Sony's network adapter has been unleashed upon an unsuspecting world. Join us as we look back at the launch and at what's to come.

32 Zoe's World
When the console world hits the online arena, madness ensues.

34 Breaking the Band
Breakthrough band Breaking Benjamin breaks into gaming.

38 Here Come the Heroes!
The stigma of terrible comic-book games has been broken for good. Take a look at what's coming.

50 Voice of Evil
We talk to Temuera Morrison (a.k.a. Jango freakin' Fett) about his contribution to *Bounty Hunter*.

56 P.S.A.T.

60 Seal of Approval
Zipper Interactive tells us what to expect in a *SOCOM* sequel. Hint: they have wheels and move fast.

61 You Down With DBZ?
Yes, it's finally coming.

62 Jet Fueled
Jet Li has teamed up with Sony for a new game. Find out all the details.

68 Clish MacLaver

72 CD Reviews

76 DVD Reviews

82 Media Mix

84 Top 10 Charts

REPLAY

200 Kingdom Hearts
Seven keys to help you get the most from the game, and walk-throughs of some tough spots.

204 SOCOM: U.S. Navy SEALs
In-depth hints for two online levels.

214 NFL 2K3
General strategies for earning maximum yardage.

216 Tekken 4
How to apply the beat-down quickly and efficiently.

218 Arc the Lad Collection

220 Reader Reviews
Your opinions *do* count.

combination to this

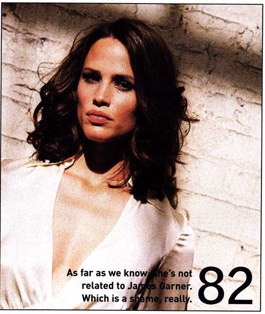
Come on, now, Sly, what's with that hat? What are you, a sea captain?

182

REVIEWS

PS2 Games
183 Blade II
183 Commandos 2
184 Defender
184 Grandia Xtreme
184 NASCAR 2003
186 Need for Speed: Hot Pursuit 2
188 NHL Hitz 20-03
188 RLH: Run Like Hell
188 Robotech: Battlecry
188 The Scorpion King: Rise of the Akkadian
190 Sega Bass Fishing Duel
190 Sega Soccer Slam
190 Silent Scope 3
182 Sly Cooper
190 Sub Rebellion
192 Summoner 2
192 The Thing
194 Tribes Aerial Assault
192 Turok: Evolution
192 Ty the Tasmanian Tiger
196 Wild Arms 3

PSone Games
196 Gundam Battle Assault 2
196 Madden NFL 2003
192 NFL GameDay 2003



As far as we know, she's not related to James Garner. Which is a shame, really.

82

PlayStation
UNDERGROUND

ON THE DISC

PLAYABLES:
Wild Arms 3
Sly Cooper and the Thievius Raccoonus
Silent Scope 3
DDRMAX: Dance Dance Revolution
Dual Hearts
MX Superfly
Red Faction II
Dr. Muto
Hitman 2: Silent Assassin

VIDEOS:
Ratchet & Clank
Contra: Shattered Soldier
.hack//INFECTION
Tony Hawk's Pro Skater 4
Tomb Raider: The Angel of Darkness

BEHIND THE SCENES:
Ratchet & Clank
Lara Croft Interview
Tommy Tallarico's Crib
NCAA GameBreaker 2003
.hack//INFECTION

COOL MOVES:
Pac-Man World 2
Shifters
Metal Gear Solid 2: Sons of Liberty

DOWNLOADS:
Medal of Honor: Frontline
Scooby Doo! Night of 100 Frights
Headhunter

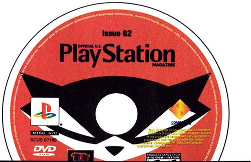
THE UNDERGROUND TEAM
Demo Disc Producers **Gary Barth, Manuel Sousa, Michael Tyau**
Marketing Team **Shelley Ashitomi, Jesse Caid, Sarai Sequeira, Kim Yuen**
Executive Producer **Andrew House**
Music Composition **Nathan Brenholdt, Ashif Hakik**
Format Q&A **Sam Bradley, DeMarlo King**
Account Coordinator **Eric Ippolito**

PROGRAMMING AND INTERFACE ARTWORK BY LIFELIKE PRODUCTIONS, INC.
Lead Programmer **William Bohan**
3D Artists **Jason Robinson, Philip Williamson**
Producer **Jessi Harrison**
President **Katherine Williams**
Technical Director **Tim Edwards**
CD Animation Introduction by Secret Weapon
Principals **Wes Harris, Ryan Ramirez**
3D Animators **Jamie Chu, JonJay Montemayor, Bryan Poon**

SPECIAL THANKS
Tom Gillan, Gerald Martin, Jim Williams, Steve Williams

THIEFY!

Here's your chance to play the incredible *Sly Cooper* for yourself, along with a heaping helping of other fantastic demos.



SLY COOPER AND THE THIEVIUS RACCOONUS

THE DETAILS:
Remember back around E3 when you heard all your friends talking about the E3 demo of *Sly Cooper*? Well—here it is! Explore these three levels (plus the hub world) to your heart's content.

HAVE YOU TRIED...
...opening the lightning-sealed tunnel? You'll need all three keys to do it, and your reward is a glimpse of some of the platformy goodness ahead.
...collecting all the clues? There are a few which are pretty well hidden (watch for a sliding bookshelf in the Reading Room), but once you collect all the clues on a given level you can open the safe and gain access to some hot new moves.

RED FACTION II

THE DETAILS:
Faster, sharper and cleaner than the original, *RFII* throws you in a frenzied firefight of a level. Check out the rain effects outside, and don't forget to test all the walls for blow-upability.

HAVE YOU TRIED...
...bypassing the turret in the office? Press L3 to drop your sticky mines on the walls of the cubicles and blast your way through.
...listening to the reporter? Once you've cleared out the television studio, listen for the reporter who's stashed himself in a closet. Get close to the door, but don't go in until he finishes his tirade. Then walk in and point your gun at him. Hysterical!

HITMAN 2: SILENT ASSASSIN

THE DETAILS:
It's a lot like *SOCOM*, actually, only instead of a SEAL you're a hitman. And you can steal your victims' clothes to help you infiltrate The Don's mansion. It's slow-paced, sure, but loads of fun.

HAVE YOU TRIED...
...beating the mission? We have a feeling you're going to need to save a lot in the final game, 'cause we just died and died. First, ambush the postman, drag him behind the wall and take his clothes. Then, ambush the delivery boy and take *his* clothes. (Check out how your character's heart beats when you get close to guards!) Then, head up to the door into the kitchen...from there, you're on your own.

MX SUPERFLY

THE DETAILS:
The newest in the Ricky Carmichael series ended up disappointing us, but this demo offers two of the cooler areas: the ghost-town freestyle arena and the sprawling "Urban Jungle."

HAVE YOU TRIED...
...jumping farther than 160 feet? There's a series of ramps in the freestyle desert level that sets up this feat nicely, but it won't be easy.
...jumping higher than 60 feet? You'll really need to "pre load" (hold down L2 or R2, releasing *just* before leaving the jump) to do this; try your hand at this feat on the near-vertical ramps at the start of the freestyle level.

DR. MUTO

THE DETAILS:
He's a mad scientist with the ability to mutate (mutate—Muto! Get it?) into a variety of animals. The demo starts out with only the mouse form available; see if you can open up new animals.

HAVE YOU TRIED...
...opening the junkyard gate? You'll need to transform into mouse form, high-tail it through the pipe, and go fetch the key—then dash back before the whole place ends up covered in goo.
...deciphering Dr. Muto's idle ramblings? You know, the ones he spouts randomly? We couldn't.
...saying "Muto" 10 times fast? Muto Muto Muto Muto Muto Muto Muto Muto Muto Muto!

DISC PROBLEMS?

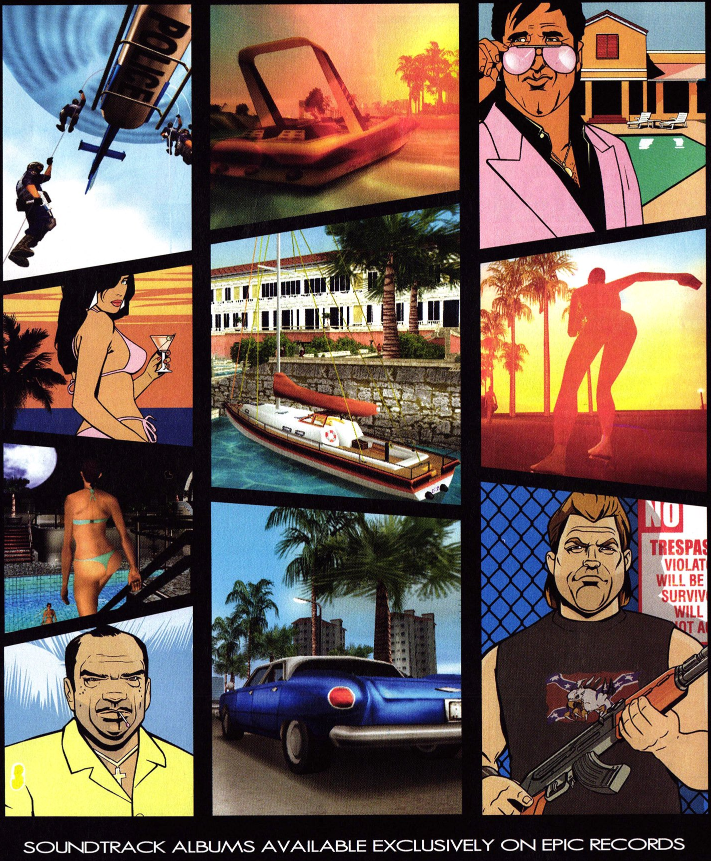
Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

OPM Demo Disc is published monthly by Sony Computer Entertainment America Inc., 919 E. Hillsdale Drive, Foster City, CA 94404. All titles shown herein are trademarks of and copyrights of their respective publishers and/or their licensors. See individual screens for details. ©2002 Sony Computer Entertainment America Inc.
Please submit all related demo disc inquiries to: OPM Demo Disc, Inquiries, 919 E. Hillsdale Drive, Foster City, CA 94404

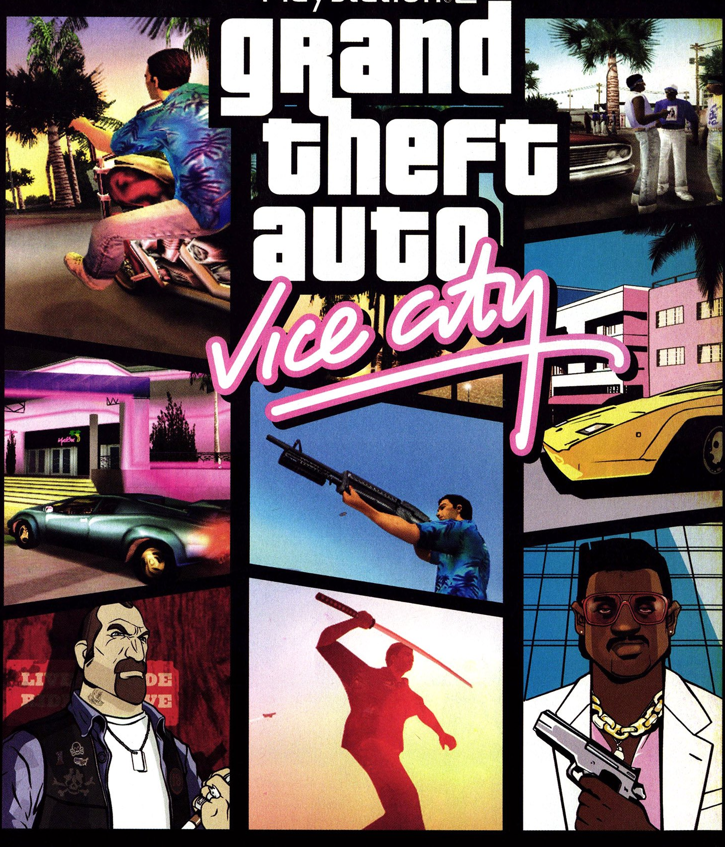

POLICE
NO
TRESPAS
VIOLAT
WILL BE
SURVIV
WILL
OT A

SOUNDTRACK ALBUMS AVAILABLE EXCLUSIVELY ON EPIC RECORDS
WWW.VICECITYRADIO.COM

EPIC

RATING PENDING
RP
CONTENT RATED BY
ESRB
Visit www.esrb.org
or call 1-800-771-3772
for more info.

PlayStation®2



WWW.ROCKSTARGAMES.COM/VICECITY

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2002 Rockstar Games, Inc. Rockstar Games, the Rockstar Games logo,Rockstar North and the Rockstar North logo are trademarks of Take-Two Interactive Software, Inc. Rockstar Games and Rockstar North are subsidiaries of Take-Two Interactive Software, Inc. All other marks and trademarks are properties of their respective owners. All Rights Reserved. Note: Rockstar will be following IDSA guidelines for M rated games in the marketing of this game. This game contains violent language and behavior and may not be appropriate for persons under the age of 17. It is a comic interpretation of gangster activity and the story, names and incidents portrayed herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. Any resemblance is coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.

BEST PS2 ADVENTURE
GAME E3 2002 – IGN
THE MYSTERIOUS.
THE MAGNIFICENT.
THE MASTERPIECE.

The evil Nobunaga's demon warriors wreak havoc across feudal Japan. A noble young warrior, Jubei, returns home to find his once-vibrant village laid to waste by Nobunaga's monstrous minions. Fueled by vengeance, Jubei embarks on an epic quest; one which will reveal his ultimate destiny.

On this magical journey, you must earn the respect of confidants to help the valiant Jubei battle demons, hideous bosses, and overcome ingenious puzzles. Only then will you defeat the pillaging hordes.

MATURE
M
CONTENT RATED BY
ESRB

Violence
Blood and Gore

CAPCOM
capcom.com

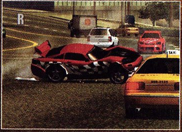
PlayStation®2

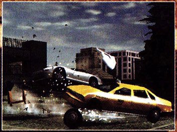
鬼武者
ONIMUSHA™ 2
Samurai's Destiny

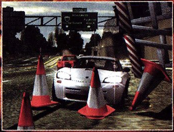
©CAPCOM CO., LTD. 2002 ©CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. ONIMUSHA is a trademark of CAPCOM CO., LTD. Character Yagyu Jubei by ©Yusaku Matsuda Office Saku. Characters: ©CROWD/©CAPCOM CO. LTD. 2002. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

SMASH
The last thing to go through your mind will be your ass.

BURNOUT™ 2
POINT OF IMPACT







HEART RACING. POLICE SIRENS FLASHING BEHIND YOU. HANDS CLENCHING THE WHEEL AS YOU MANEUVER THROUGH THE MOST REALISTIC TRAFFIC SCENARIOS EVER DEVELOPED. EYES WATERING AS YOU WITNESS THE MOST REALISTIC AND HORRIFIC CRASHES EVER SEEN IN A GAME. MUSCLES TENSING AS YOU TRY TO MAINTAIN CONTROL THROUGH 30 OPEN ROAD STAGES. YOU'VE PICKED YOUR CAR FROM AN AUTOMOTIVE ARSENAL OF 14 ALL-NEW VEHICLES. HOPEFULLY, CAR AND DRIVER WILL SURVIVE THE POINT OF IMPACT. OR THE LAST THING TO GO THROUGH YOUR MIND WILL BE YOUR ASS.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

Copyright 1998 - 2002 Criterion Software Limited. Burnout is a registered trademark of Criterion Software. Developed by Criterion Games. www.criteriongames.com. Acclaim ® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

HING!
Criterion
GAMES
PlayStation 2
Acclaim
www.acclaim.com

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win a Logitech cordless controller for your PlayStation 2. Neat, huh?

Logitech

CONTACT OPM

snail mail
PlayStation Magazine
50 Beale Street,
12th Floor
San Francisco
94105

e-mail
opm@ziffdavis.com
and check
us out on
www.playstation magazine.com

fax
If you need to
reach us now
415.547.8777

EXCLUSIVE! PS2 DEMO DVD INSIDE!
PlayStation MAGAZINE
SPECIAL FEATURE & REVIEW!
KINGDOM HEARTS
GTA VICE CITY REVEALED!
7 PLAYABLE PS2 DEMOS
GETTING ONLINE MADE EASY
HAWK & HOFFMAN
1,148 RATINGS • 16 PAGES OF TIPS

Believe in the Magic

I just got done reading your October issue, and I'm ecstatic about the release of *Kingdom Hearts*. Now, some people may have been skeptical at first, thinking that Square and Disney could never work together on anything, let alone develop a great game. Some people still think *Kingdom Hearts* looks crappy, despite the hundreds of cameo appearances, the many references to past games and movies, the simply stunning graphics, the...well, you get the picture. I, on the other hand, have been thinking about how great it will be to slide in the disk for *Kingdom Hearts*, wait for my PS2 to load, and watch the opening to a great game.

Ever since you first mentioned the game, I've been watching for more info about it. The first time you showed Cloud, I let out a squeal. When I found Yuffie in a screenshot, I jumped for joy. Then, when Aeris showed up in one of your previews, I must admit I had to wipe away a tear. I'm not only thrilled at the concept of Final Fantasy characters showing up everywhere, but I can't wait to reminisce about past days when I used to watch those Disney classics. I'm looking forward to seeing Aladdin, the Genie, Ariel, Mickey and the loads of other characters Disney and Square crammed in. I can't wait to play a game that will dominate my life for a good long time, until I have collected everything, beaten every minigame and completed what will surely be a wondrous experience.

Chris
AshtonAnchors28@aol.com

Some people just get it. You, sir, are among them. Forget about all the doubters—*Kingdom Hearts* is pure magic that should be enjoyed in the exact spirit of your letter.

M4A1 SD
30/30
2 MAGS

Letter of the Month

I recently bought *SOCOM: U.S. NAVY SEALs* along with a network adapter. I was really excited about playing online versus real human opponents, but that only came second to the thought of semi-realistic gameplay. No longer would I have to endure hitting another opponent with three rockets to the head in *Quake 3: Arena*. I didn't have to compete against 200% health and 200% armor and Quad Damage. I was looking forward to realistic one-shot kills.

When I play *Quake 3: Arena* online, I'm a "camper"—the really annoying guy who hides high up in a dark corner holding a Railgun. Being a "camper" is looked down upon by many *Q3:A* players, from newbies to purists. But now, in *SOCOM*, I have the chance to be a sniper, to pick from many different types of sniper rifles, to find a nice spot and to pick off the terrorists one by one—all to make things easier for the other seven guys on my team. I quickly earned a name for myself as a sniper, and was invited to join many clans. So, it came as a surprise when one day, while practicing with a random team of unknown young men, that over the headset I was asked to "please leave" because "I wasn't contributing anything to the team." I, of course, wanted to play my own game, and I didn't leave. I went up to my sniping point and made my usual one or two kills a round. I was almost always that last person on my "team" left alive. I had to put up with taunts of "Camper!" from my own "teammates." They would even follow me to my favorite sniping spots, firing their weapons at me to draw the opposing team's attention to me.

As a sniper, sure there are times when I can lay prone in a spot a whole round and not get a single shot off. However, more often than not, when the round is over, my stats show: 2 shots fired; 2 headshots; 100% hit rate. Even with these statistics, when I didn't leave I was voted off and kicked out of the game.

With a game made to be as realistic and faithfully devoted to the Navy SEALs as *SOCOM* is, being a sniper is something the game developer purposely meant to include, and a good sniper is going to be an integral part of any real *SOCOM* clan. You can either have a good sniper on your team, or get picked off by a good sniper on the opposing team. Either way, the person who is playing that part has just as much a right to lie there prone, keeping you in his sights, as you have to run around with automatic weapons firing at anything that moves.

To finish up, let me just say: I'm a sniper, not a camper, and I've got your head lined up on my scope. So the next time your character drops down, dead, and there isn't another player anywhere in sight, check the messaging at the top of your screen, and you'll know that "REAPER" is on the opposing team, and I'm going to continue to take you out, round after round.

JP "REAPER" Vaughan
vaughanjp@hotmail.com

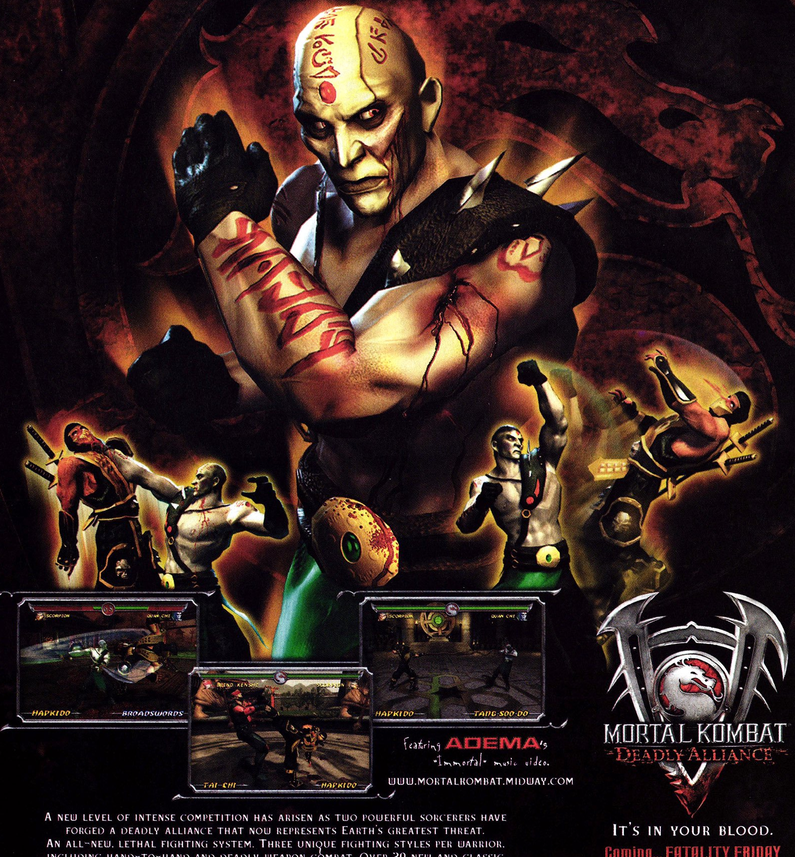
Gamers are talking about...

OPM's monthly roundup of hot topics, gathered from the *OPM* message board on www.gamers.com.

• **ONLINE AT LAST.** Not everyone managed to snag a network adapter at launch, so naturally the unlucky ones were curious about how it was going. "I haven't had time to buy an adapter, let alone play any games lately," **Xenoferrit** posted. "So, how is it? Half the board seems to be about all the problems people are having getting hooked up, but what about everyone who is already there? Are you having fun yet?" "I don't think there are THAT many problems, just misguided people," **SpideyBuddy** responded. **ps2payne** agreed: "I'm online right now...well I was playing...no problems here, it's very good. I was surprised that everything went fast and simple." **massivegrooves** counts himself among the many new *SOCOM* addicts. "*SOCOM* is just fantastic online. The headset is what really makes it great, being able to talk and strategize with your teammates. I played with some people today and one group in particular was just great about keeping people informed and using strategy...my kinda players!! Anyway, it seemed like the server may be overloaded at times, got disconnected twice today, but other than that it has been just great." *SOCOM* wasn't the only show in town. "I haven't gotten *SOCOM* yet. It's on back order or something," said **ohjtbehaaave**. "But the ones I've played have been sweet. *Madden* rocks. *NFL 2K3* is also pretty good, but I'm a *Madden* guy. And last but not least, *Tony Hawk 3* is fricken a blast and a lot of fun. Too bad I suck at it. So far, if you're a football fan or TH fan, it's awesome!!" Even the 56k guys were able to join the party. "I only have dial-up for now, so *Madden* is terribly slow," griped **FPSGamer**. "But *Frequency* kicks a**. I spent like two hours straight on it last night. And I will do more later tonight."

• **RAD.** Does *Robot Alchemic Drive* have what it takes to become a surprise hit? After we featured a demo for Enix's mecha game on disc 61, gamers have been talking. "I just played the demo today, and I can say that was one of the coolest games I have ever played," **-greensmudge-** posted. "Though I couldn't get the camera to work. Was I doing something wrong? If I'm not doing things wrong, the camera needs serious fixing problems, or it might be one of the few games that are ruined by camera angles." **Fixius** agrees that the game has lots of potential. "My only gripe is the clunky controls (of the people, not the mechs)," he said. "The mechs behave the way mechs should, slow and cumbersome. Controlling the mechs from the perspective of the character is interesting, but I would like to move the character while still focused on the mechs. The unskippable cutscenes are a pain, but the game has potential to be great." Still, **Zach-o** was unimpressed. "I actually thought it was one of the worst games that I have played in a while. Well, at least since *Britney's Dance Beat*."

SO BRUTAL. SO EVIL. SO DEADLY.



Featuring ADEMA's "Immortal" music video.

WWW.MORTALKOMBAT.MIDWAY.COM

A NEW LEVEL OF INTENSE COMPETITION HAS ARISEN AS TWO POWERFUL SORCERERS HAVE FORGED A DEADLY ALLIANCE THAT NOW REPRESENTS EARTH'S GREATEST THREAT. AN ALL-NEW, LETHAL FIGHTING SYSTEM. THREE UNIQUE FIGHTING STYLES PER WARRIOR, INCLUDING HAND-TO-HAND AND DEADLY WEAPON COMBAT. OVER 20 NEW AND CLASSIC WARRIORS. EXTREMELY REALISTIC EFFECTS AND BRUTAL NEW FATALITIES.

IT'S IN YOUR BLOOD.

Coming... FATALITY FRIDAY
November 22nd

MATURE M CONTENT RATED BY ESRB

Blood and Gore
Violence

GAME BOY ADVANCE

PlayStation 2

XBOX

NINTENDO GAMECUBE

MIDWAY

Mortal Kombat: Deadly Alliance © 2002 Midway Amusement Games, LLC. All rights reserved. MORTAL KOMBAT, DEADLY ALLIANCE, the dragon logo, MIDWAY, the Midway logos and all character names are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Screen shots displayed are from the Xbox™ video game system.

Two Takes on Tomb Raider

How do we feel about the new *Tomb Raider*? Are you kidding? We have been breathlessly counting down to the day the next one will be released! There isn't another game anywhere that will compare. When *TR: Revelation* came out, everyone said, "Ho hum, more of the same." As if that were a bad thing! Well, this family says, "Yes! Yes! Give us more of the same! More! More!" The same translates to great stuff! The superior nature of *Tomb Raider* lies in the controls. You can be like a fine puppeteer with Lara, using all 12 buttons and even combinations thereof, feeling as though you are really involved. The puzzles are second to none. The environments are excellent. When we go to the game store, the first thing we ask is, "Do you have any *Tomb Raider*-type games?" The answer is no. Nothing compares. No other video game is so wonderfully addictive and exciting to play. Now we can, once again, get the real thing. Yup, nothing makes the heart beat with happy anticipation like hearing those opening notes of Lara's theme. Thank you, thank you, thank you, Core and Eidos!

Rory, Cat, Jeremy and Chase Johnston
Las Vegas, NV

I want to be hopeful for the next *Tomb Raider* game. I want to believe Eidos can pull off another *TR2*. But I'm afraid that, ultimately, it's just not going to pull together. Making Lara all gritty and hounded just rings false—like when a sitcom starts getting old, and all of a sudden someone gets pregnant. It's a tired cliche in the same unoriginal vein. And that Trent guy doesn't inspire any hope in me either. He leaves me cold. Sorry, Lara, you're really going to have to show me something this time to change my mind.

Dan Wheeler
Oosknuba@aol.com

We asked; you answered. Seems no one is divided here. Either you can't wait for Lara's next game, or you can't fathom why they're bothering to make yet another one.

IAN KING'S MOST WANTED

1. *Grand Theft Auto: Vice City*
2. *GTA:VC*
3. *GTA 4*
4. Rockstar North's latest project
5. A network adapter
6. *SOCOM*
7. THPS4
8. *TimeSplitters 2* with online multiplayer support
9. *SSX 3*
10. A game that takes place in '80s Miami where you can drive over 120 vehicles, do 100 to 140 missions and rain doom upon the general population

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

Cost of Living

I noticed something odd and kind of disturbing in *GTA3*. Using a pistol, I traversed the city killing various types of people, which in this game is a commonplace activity. Those people decently to expensively dressed and commonly seen in nicer cars

QUICK HITS

GOD IS DEAD?
The *OPM* message board posted that Hideo Kojima died in a car crash. A lot of people, which includes me, don't believe the thread. Please tell me he didn't die.
Joshua Cayabyab
whoajc@hotmail.com

He's still alive.

GT4 UPDATE!
Are there any plans for *Gran Turismo 4*?
Shane Murray
silverx88@hotmail.com

Yep. We hear there will be cars in it.

GOOD BUY?
I recently ordered *Midnight Club: Street Racing* and I want to know if my purchase was a sound one.
Jack Garrison
dr_shibby87@yahoo.com

A tad late to ask our opinion, don't ya think?

MEMORY OVERLOAD
in your latest issue, you say that *NFL GameDay 2003* takes up 270 MB? Is that true? You're gonna need 34 memory cards! That's an expensive game
Jim Reilly
reilly311@hotmail.com

Yah, OK, wiseguy. It's a mistake.

ASK US ANYTHING AND WE'LL DO OUR BEST TO ANSWER

If you've got questions, we've got answers. See something in a game and are curious about it? Send us an e-mail and ask whatever you like. Send your questions to OPM@ziffdavis.com and use the subject line ASK US ANYTHING.

CAN I DOWNLOAD TO MY PS2?

Q: I was wondering, with the whole new coming of internet PS2 thing, will you be able to download stuff from the Internet to your PS2? Could you download specific things for games, like cars or weapons, or extra racetracks and extra playable characters?
Roberto Gomez
otrebor17@hotmail.com

A: That was in the plans from the very start, but two things are holding it up. First off, broadband isn't nearly as widespread as Sony hoped it would be (that fat pipe makes it so much easier to download extras). Second, Sony has yet to release the PS2 hard drive in the U.S., which you'll need to store all those downloadable goodies. But to release the hard drive, Sony needs a killer app to ship alongside it. We think *Final Fantasy XI* qualifies very nicely as that killer app, but who knows if it's even gonna be released here now? (Check out Clish's column for more on the *FFXI* situation).

You'll have to part with $50 for Madden 2004 to keep playing online

DO I NEED NEXT YEAR'S MADDEN?

Q: I just got a copy of *Madden NFL 2003* and I read on the box that the online contract ends on Aug. 31, 2003. Does this mean that I'm going to have to pay $50 for *Madden 2004* just so I can keep playing online, or will EA Sports come out with a patch or something for Madden fans who wanna keep playing online without paying $50?
TKACHUCK14@aol.com

A: Basically, the makers of *Madden* will be fixing up their server for bigger and better things next year, so what's written on the box is more of a disclaimer just in case it doesn't work out that way. But, to answer your question more specifically, yes, you'll have to part with $50 for *Madden 2004* if you want to keep playing online. Mow lawns, shovel snow and save up! You've got only 11 months to make that much cash!

WHAT GIVES WITH TS2?

Q: I was so majorly ticked off when I heard *TimeSplitters 2* isn't going to be online. They really messed up. That was the only reason I really wanted to buy that game, and now I don't think I will. My question is, why did they decide not to include the online play?
Rconn14@aol.com

A: According to Eidos, the network infrastructure wasn't in place to handle the online modes and rather than delay the game, they decided to strip out the online portions. If you listen to Clish, though, you'll get another story. She says that Eidos wanted to have Sony support the game on their servers, something they apparently didn't want to do. We're wondering, though, if Eidos might not consider releasing an add-on disc or discount-value product with online support at a later time (like *Twisted Metal: Black Online*). We can dream, right?

HOW CAN I PLAY AS KAREEM?

Q: I was wondering why one of the greatest players in the NBA is not in any of the recent basketball games like *NBA 2K2* or *NBA Live*. I noticed he wasn't on any of the *NBA 2K2* legend squads. I mean, sheesh...Visual Concepts could have placed him on the '70s East squad with the Milwaukee Bucks if they thought they had too many Lakers centers in the game. I didn't check EA's *NBA LIVE 2002*...because...well...OK, OK...it sucked. Anyway, it sure would relieve my mind if I knew why Kareem isn't represented in any of these games.
Woodley Polynice
wpolynice@msn.com

A: Woody, you're not related to Olden, are you? Moving on, we've got some really good news for you. Put in your copy of *NBA 2K2* and go to the '80s All-Stars. The West '80s team will have two players that aren't active: Kareem and Bernard King. You'll need to trade out active players for Kareem so he can hoop it up on the court. Easy fix, and just one more reason why we love *NBA 2K2* so much.

CAN I USE THE LINUX KIT ONLINE?

Q: I have a copy of *SOCOM*, but not the hard drive or modem. (They were sold out.) If I buy the Linux kit, is it compatible with *SOCOM* and can I use it to play online? Any information will be helpful.
xenowelltall@yahoo.com

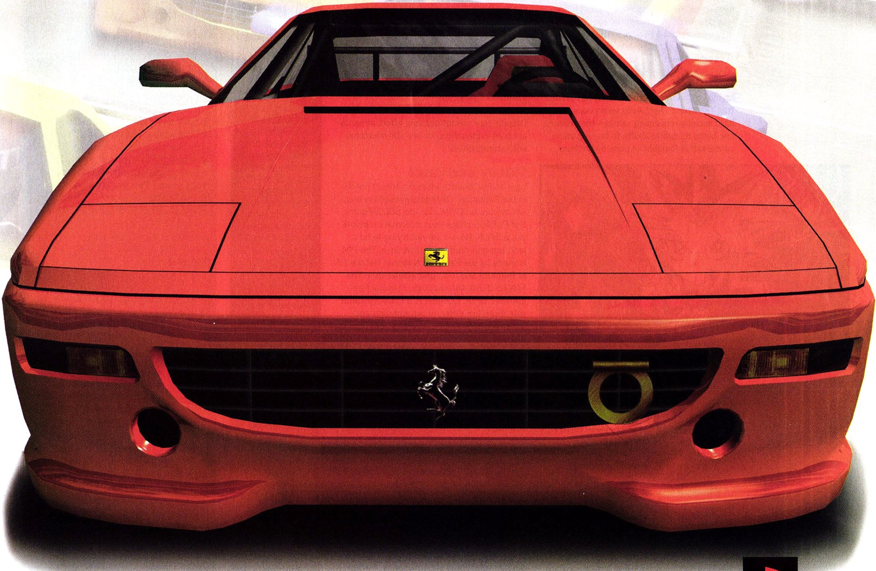
A: Since the Linux kit comes with a network adapter, you could use that to play *SOCOM* online. Interestingly, though, the adapter that ships with the Linux kit is broadband only.

Official Contest Rules

OPM LETTER OF THE MONTH Official Contest Rules: 1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", c/o Official PlayStation Magazine, 50 Beale St., San Francisco, CA 94105; or send an email to opm@ziffdavis.com. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a Logitech cordless controller. Grand Prize has an approximate retail value of at least $30. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

Ferrari
F355 challenge™,

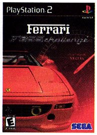
Race the car you can't afford to own.



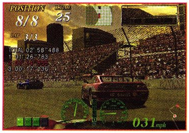
PlayStation®2

Spinouts, bumper grinds, smoking tires - and that's just the first turn.

Capture the definitive experience and white-knuckle excitement of real Ferrari racing.


PlayStation 2
Ferrari
F355 challenge
E
SEGA

POSITION
6/8
R.TIME
57
LAP 1/5
088 mph


POSITION
8/8
R.TIME
25
LAP 3/3
031 mph

REPLAY
LAP 1/3
073 mph

SEGA® SEGA-AM2 Co.,LTD. Ferrari OFFICIAL LICENSEE

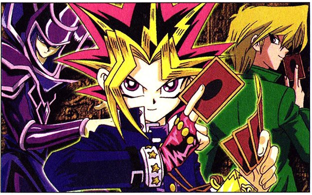
EVERYONE E CONTENT RATED BY ESRB

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and Ferrari F355 Challenge are registered trademarks or trademarks of SEGA CORPORATION or its affiliates. Original Game © SEGA CORPORATION ©SEGA/AM2, 2000, 2002. All Rights Reserved.
www.sega.com "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

took four pistol shots to kill. Those who appeared to be less financially privileged, such as the homeless and blue-collar workers, usually took three pistol shots to kill. I was wondering if the people at Rockstar have some kind of prejudice against homeless people or the underprivileged? Or if they think that the lives of homeless people are somehow of lesser value?

Ian Waldschmidt
superquack165@hotmail.com

Memo to Congress: Careful study has proven that the *Grand Theft Auto* series does indeed have socially redeeming values—the primary one being its subtle ability to teach gamers conservative Republican class distinctions.



We Still Don't Get It

Page 70, issue 60: You had questions [about why people keep buying *Yu-Gi-Oh*], so I asked my 8-year-old daughter.

I have answers (to some). Note: Anything in quotes is a direct quote from her.

Why buy the game? "Because it's fun."

Why play it? "Because most kids like monsters."

Why buy it? "Cause it's really cheap." (Note here from mom—the kid doesn't have to fork out the money, hence it's very cheap.)

Why was it made? "Cause there is a TV show and they thought, 'Hmmm, kids really like this show, so how about we make it into a game?'"

Why do you watch the awful, cynical cartoons? "Because, well, they're cartoons. And it's not really horrible; it's fun to watch." (Side note: When mom asked, "Don't you find it cynical?" kid answers, "No." When mom asks her, "What does cynical mean?" kid answers, "I don't know.")

Why is Yugi so short? (Note: Mom omitted the "d" word.) "Because, um, I think that some heroes should be different."

I hope that helps your stumpedness. It did nothing for mine.

Jo
jgaudet@rogers.com

Despite your valiant but vain effort at uncovering an explanation, we are still overcome with stumpedness.

Military Intelligence

I am an intelligence officer in the J2 (intel) in the Pentagon. *OPM* gets passed around, and we are all DYING for the *SOCOM* game. But PLEASE check your information before you publish. Hey—I am not trying to be a jerk, but gun stuff is what we love. The P90 is made by the Fabrique National Herstal SA of Belgium and is a submachine-gun. The FAMAS (Fusil Automatique, Manufacture d'Armes de St. Etienne) is a French assault rifle. Both fire different ammunition and have very different applications, although in the end both are pretty much made to kill the guy on the receiving end. The FAMAS is from 1973, and the P90 is from 1990. On page 106 (*OPM* 60) you said they were one and the same.

Well, thanks for listening to my rant—I bet you rolled your eyes on this one. But thanks for a great article, a great pub, and here's to looking forward to killing some goons with you on the PS2!

"Mark" in Wash., D.C.
via email

Mark left his phone number with his e-mail, so we called to confirm that he's actually, um, a spy. And indeed he is. How cool is that! So be on the lookout for Mark and his Pentagon buddies while sniping away online. Just be sure to get the gun names correct—or else you're in big trouble.

QUICK HITS

BLAST THE BASTARD

I just got up off of the floor, laughing, after reading your review of SOCOM. "You shoot Boomer in the head, is what you do!" Joe, those three paragraphs about that "insubordinate bastard" Boomer were the funniest I've ever read. I do that exact same thing when the A.I. does something stupid.

Alex Vigil
LtPliskin @msn.com

HEART BROKEN

I recently purchased a game by Midway called *Shadow Hearts* and was amazed by how good it is. Your main dude is a stud, unlike that sniffling wuss Tidus from *FFX*. Yet I see no articles in your magazine about it. HOW COME?!!!

Brandon Soesbe
Springfield, S.D.

We reviewed it in issue 52. We liked it, too—we gave it four discs, in fact.

QUESTION OF THE MOMENT

Last month, we asked you to tell us if that whole '80s thing in *GTA: Vice City* is a good idea or not, and why you feel that way. Next month, tell us what you want to see next out of your online PS2 experience. E-mail us at OPM@ziffdavis.com. Mark your notes ONLINE FUTURE.

Simply put, *Vice City* will make it officially cool to talk about the '80s.

Kyle Sutton
sportz_kidd@hotmail.com

Is the '80s thing a good idea? Are you kidding? Were leg warmers the best thing to happen to women? OK, bad example. But still, they are gonna make a fortune with this, so of course it's a good idea. First of all, they're basically using the same format and name from their other game that sold a few copies, and adding something that the core audience grew up in! I was born in 1974, and I'm pretty sure that most people who bought *GTA3* are around the same age, due to the rating. We're the people who watched *Airwolf*, *Knight Rider*, *Growing Pains*, *Who's the Boss* (I love you, Ms. Milano) and, when the parents weren't looking, a bit of *Miami Vice*. So, here's my top 10 things that I'm looking forward to in *Vice City*:

10. Cocaine being used by everyone and their mother.
9. Hopefully coming across someone filming a cheesy '80s sex comedy.
8. Random people driving Lamborghinis ("Is he a drug dealer mom?" "No son, his parents are rich.")
7. Pink T-shirts under white sport coats.
6. Not having any seasons, except for hurricanes.
5. Feathered hair.
4. Someone in a Members Only jacket.
3. Knowing this game takes place when I was between 6 and 16 years old.
2. A soundtrack to rival my "Totally 80's" CD collection.
1. Billboards in the game containing ads for Atari 2600 games.

MPurhapz@cs.com

I don't think the '80s is a good place for a *GTA* game. We don't want to be reminded of the disaster that was the mullet. But the good thing about it is, it's *GTA*, so if you hate the hairdos (I'm comin' for you, mullet), clothes or music, just go kill whoever's wearing it or listening to it.

Charlie2skool@aol.com

BEAUTY VS. THE BEAST...YOU BE THE JUDGE!

Britney and Axl photos from wireimage.com

So what did you boys think about the finale of the MTV Video Music Awards? Guns N Roses!! Didn't I tell you they'd be back? Watch all the hosts of the show and all of America go crazy. Go ahead, nitpick. Talk about how you didn't like Axl's headband or something. Talk about his rusty voice, even though he was the only one there not lip-syncing. It doesn't matter anymore. Put down that issue of *Tigerbeat* long enough to realize all the crap you've been listening to the last few years! By the way, your leather-clad Britney looked like a cheap '80s wannabe.

Welcome to the jungle, geeks.

Pspower@aol.com

Wow. Still holding a grudge from our disparaging (but completely correct) Axl comments way back in issue 44? Still sore that we called your idol a "bloated, washed-up has-been"? Someone needs to get out of the house more. Once again, we offer you two pics of these stars, side by side, and we'll let our readers judge whom they'd rather see on these pages. (One hint: It should be the one who stars in a game titled ______*'s Dance Beat*.)

SOME GO TO GREAT LENGTHS TO STOP EVIL.
ONE GOES TO GREAT DEPTHS TO SINK IT.

Hi-tech Alliance nuclear attack submarine at Minus 1,000 feet. Your mission is simple: Blow the Meluguis Empire to kingdom come. Underwater, your adversary will never see you coming. They better not hear you either. Non-stop, adrenaline-pumping action and adventure await you and your crew. Move full speed ahead around a massive post-apocalyptic underwater world in the most intense sub shooter ever.

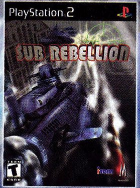
SUB REBELLION™

Employ surface-to-air missiles and short and long-range weapons of mass destruction

Master countermeasures, advanced sonar and evasion technologies

Utilize guided nuclear, ultrasonic and acoustic torpedoes for underwater overkill

Witness hyper realistic water-physics and lighting effects



www.subrebellion.com

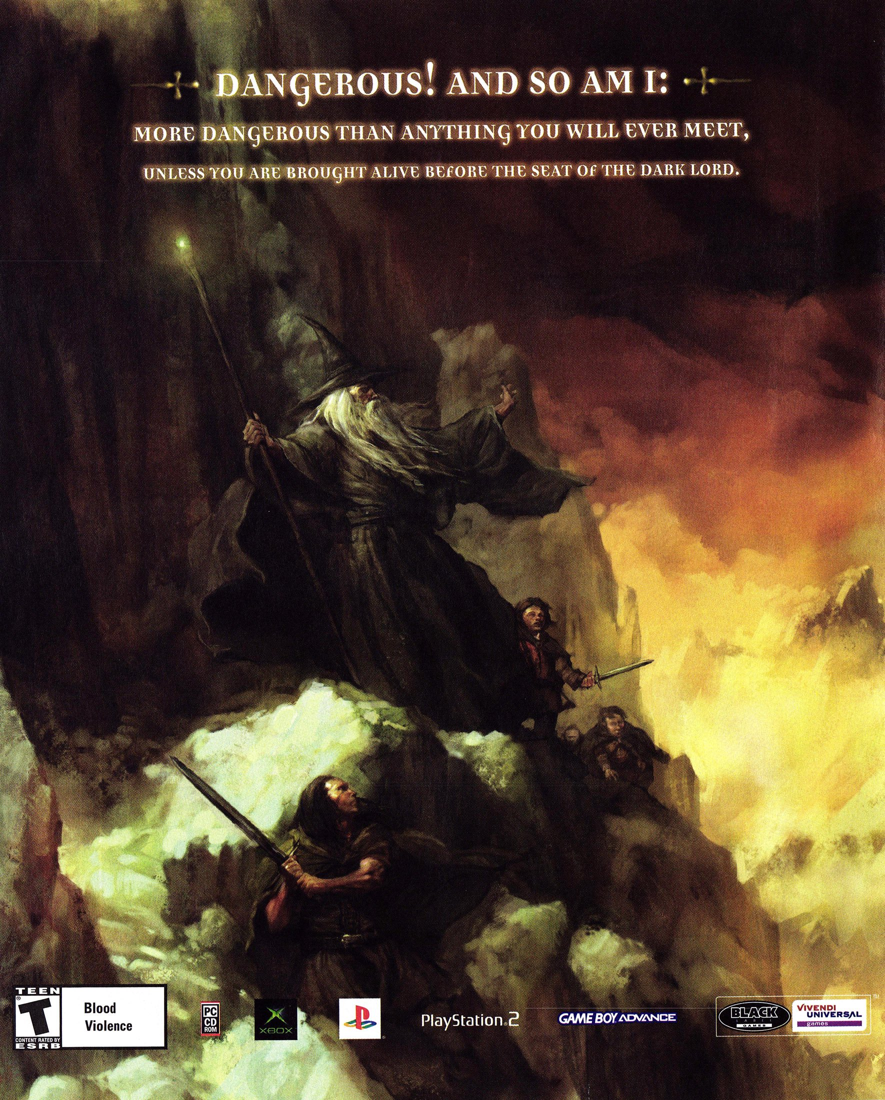
TEEN
T
CONTENT RATED BY ESRB
Violence

PlayStation®2

irem

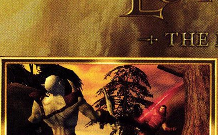
Metro 3D

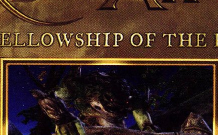
©2002 IREM SOFTWARE ENGINEERING INC. All Rights Reserved. IREM SOFTWARE ENGINEERING and the IREM SOFTWARE ENGINEERING logo are registered trademarks of IREM SOFTWARE ENGINEERING INC. Sub Rebellion and the Sub Rebellion logo are trademarks of Metro3D, Inc. Published by Metro3D, Inc. Metro3D and the Metro3D logo are trademarks of Metro3D, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The rating icon is a registered trademark of the Interactive Digital Software Association.


DANGEROUS! AND SO AM I:
MORE DANGEROUS THAN ANYTHING YOU WILL EVER MEET,
UNLESS YOU ARE BROUGHT ALIVE BEFORE THE SEAT OF THE DARK LORD.
TEEN
T
CONTENT RATED BY
ESRB
Blood
Violence
PC CD ROM
XBOX
PlayStation 2
GAME BOY ADVANCE
BLACK LABEL GAMES
VIVENDI UNIVERSAL games

The LORD OF THE RINGS

THE FELLOWSHIP OF THE RING





OFFICIAL GAMES BASED ON THE LITERARY WORKS OF J.R.R. TOLKIEN.

Dark things are now on the move in the land of Middle-earth, and the great quest of the Ring lies solely upon you. Battle against the servants of evil from the Shire to the River Anduin. Use the power of Gandalf's staff, Frodo's stealth, and Aragorn's steel to deliver the Ring from evil. But beware! Your journey will be a flight from danger, to danger. www.lordoftherings.com

Screenshots are from the Xbox™ video game system and PlayStation®2 computer entertainment system.

"The Fellowship of the Ring" interactive game © 2002 Vivendi Universal Games, Inc. All rights reserved. The Tolkien Enterprises logo, together with "The Lord of the Rings," "The Fellowship of the Ring," and the characters, events, items, and places therein are trademarks or registered trademarks of The Saul Zaentz Company dba Tolkien Enterprises under license to Vivendi Universal Games, Inc. Black Label Games, the Black Label Games Logo, Vivendi Universal Games, and the Vivendi Universal Games Logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries. Microsoft, Xbox, and the Xbox logo are either registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Game Boy and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo

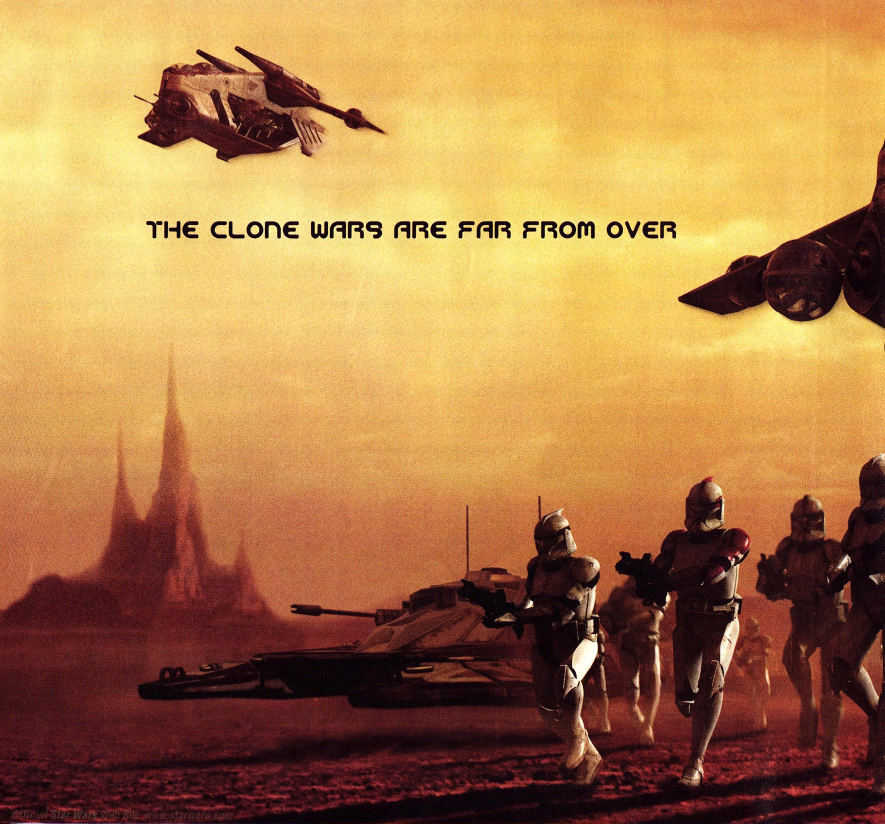
LIFT YOUR THUMBS WITH PRIDE,
FOR THEY SEPARATE MAN FROM BEAST.

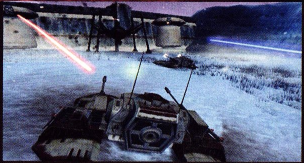
Keep your thumbs happy. Play video games. Get them at EBgames.com.

©EB Games Online, Inc. 2002. All rights reserved.

EBGAMES.com™

AND YOU WILL KNOW US BY OUR GAMES


THE CLONE WARS ARE FAR FROM OVER
Official Star Wars Web Site www.starwars.com



Pilot over five land and air combat units.

Engage in close combat to all out warfare.

Battle through 16 missions on six vast worlds.

PANDEMIC

© 2002 LucasArts Entertainment Company LLC © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

LUCAS Arts

Where Episode II ends, your battle begins.

Defend the Republic on the ground and in the air across the battlefields of six different worlds. Battle through four multiplayer modes, including team-based strategy, deathmatch, king-of-the-hill and co-op endurance. Or lead your clone troopers to victory in an epic single-player campaign as Mace Windu, Anakin Skywalker and Obi-Wan Kenobi. Your directive: crush the Separatist armies!

STAR WARS® THE CLONE WARS

www.swclonewars.com

NINTENDO GAMECUBE™

PlayStation®2

TEEN
T
CONTENT RATED BY ESRB

Violence

INSIDE SPIN

32
Zoe's World
Our Canadian scribe learns to love American football after playing it online.

34
Breaking the Band
Breaking Benjamin breaks into gaming with its breakthrough song.

38
Bring on the Heroes
Hot on the heels of the spectacular Spidey titles comes an onslaught of comics games.

50
Voice of Evil
We talk to Temuera Morrison (a.k.a. Jango Fett) about his contribution to *Bounty Hunter*.

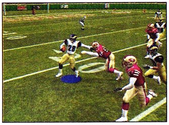
60
Seal of Approval
Five questions with Zipper Interactive, the team behind *SOCOM: U.S. Navy SEALs*.

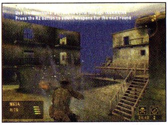
61
Ball Brawl
Finally! First info on the Dragon Ball Z game for PS2.

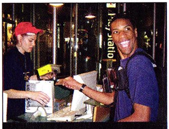
62
Jet Fueled
Jet Li teams up with Sony for a new game.

68
Clish MacLaver
What's up with *FFXI*?

72
Media Roundup
Four pages of media fun!





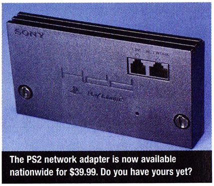


Folks lined up at Sony's Metreon mall in San Francisco to be the first to get network adapters. *SOCOM* and *Madden* were top game sellers.

WAITING ONLINE

The PS2 finally goes online, but not for everyone

It finally happened. On Aug. 27, Sony Computer Entertainment of America launched the network adapter for the PS2, allowing thousands of eager gamers to get online and play against each other in standout titles like *SOCOM: U.S. Navy SEALs* and *Madden NFL 2003*. The launch was a major success for Sony, as approximately 250,000 network adapters were released into the market and immediately snapped up by PS2 owners across the nation. Unfortunately, this initial number proved far too small, as shortages were reported almost everywhere. According to Sony, the company didn't expect such a high demand for the peripheral and is hard at work trying to get retailers more adapters in the coming weeks and months. Another 150,000 network adapters will find their way onto shelves before the year's end, followed by an additional 100,000 by March of next year. Sony feels confident that these numbers should satisfy the demand at least through the upcoming holiday season. "We're finding the demand is quite high now, but we don't foresee any problems in the coming months," says Sony spokeswoman Monica Wik. "400,000 units for this year is a number we're quite comfortable with." Either way, the shortages so far have proven that everyone—Sony included—has underestimated the eagerness of gamers to play online.



The PS2 network adapter is now available nationwide for $39.99. Do you have yours yet?

A FEW GLITCHES

Unlike the launches of many online PC games, the PS2's online titles were rather stable and faced no server crashes in the weeks following the kickoff. There were a few unforeseen problems, though, as people were often faced with server connection issues and network lag. In *SOCOM: U.S. Navy SEALs*, for example, we had difficulty connecting to the West Coast server because it was maxed out. The crowds of online gamers also slowed the network at times, a problem that was nonexistent when we were playing it up until the official public release. Sony apologizes for these slight glitches and claims they won't continue to plague the experience. "On the first day of full release we had a network router which was not operating at maximum performance," explains *SOCOM* producer Seth Luisi. "After researching the latency (lag) issue we found that this was the cause. This was fixed the following morning; the router just needed to be reconfigured. We expect that there will be some hiccups as large number of players connect and start playing online. And although we've thoroughly tested the *SOCOM* servers and network hard-

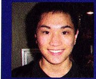
> **"We're finding demand is quite high now, but we don't foresee any problems in the coming months."**

We caught up with a bunch of gamers at the PS2 network adapter launch event at the Sony Metreon in San Francisco and asked them the question...

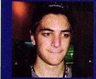
WHAT ONLINE GAMES ARE YOU LOOKING FORWARD TO?

JASON ESTIOKO
"*Twisted Metal: Black Online* at the start, because *SOCOM* may take a while to learn."

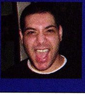
STEPHEN KRAUSE
"Believe it or not, but *Frequency 2*."



VINCE LAUREL
"*SOCOM*. I just bought it and I can't wait to get home and play it."



BEN RAIT
"*Frequency 2* and *Tony Hawk 3*. My friends bought me *Tony Hawk 3* a while ago, and it's nice to be able to play that online now."



FARRIS DENNING
"I can't wait to get on with *Tony Hawk 3* and then later with *Tony Hawk 4*."

ware with 20,000 simulated clients and about 150 QA testers, there are always some problems that are only exposed when thousands and thousands of real players start logging on and play *SOCOM* at the same time. Rest assured, we are ready for any issues and they will be resolved in short order."

Worse for some were the problems of simply getting online with the network adapter (see poll to the right). According to Sony, though, most of the problems have been rather easily remedied by the tech support staff. "I'm quite pleased that most of the questions have been along the lines of 'do you support this ISP?' and not simply 'I can't connect'," says Wik. However, if you're one of those still having trouble, head over to our Web site at opm.gamers.com for some tips on how to configure your setup.

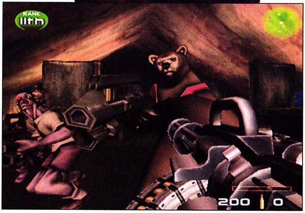
A GREAT START

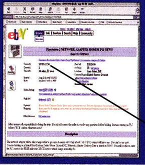
Despite any of the network problems and some of the connection issues, it seems that gaming online with the PS2 is off to a great start. There are plenty of killer titles in the pipeline (check out the chart on page 66), applications for Web browsing and e-mailing are on their way, and the PS2 hard drive ought to appear sometime next year. If you haven't played online yet, you don't know what you're missing—hunt yourself down one of those network adapters and get your butt online. You know, so we can take you out.

TimeSplitters 2 Loses Online Play

Despite an overall successful launch of the network adapter, there was one major blow to the PS2 online plans for this year. Two weeks before the network adapter shipped, Eidos announced that *TimeSplitters 2*, originally supposed to be one of the flagship titles to support online play, would no longer include any online functionality. According to the company, the infrastructure was not yet in place for them to incorporate any online elements, and rather than delay the game, online play had to be removed.

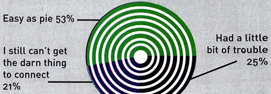
If you're like us, this surely comes as a major disappointment—online play was one of the things we were most looking forward to with this sequel. If there's one consolation, though, the game will still feature iLink and LAN multiplayer support, so up to 16 players can still go at it at once. Actually, scratch that—one of the best parts about having the game online was that you wouldn't have to cram a bunch of guys into your pad for some crazy multiplayer mayhem. Let's hope *TimeSplitters 3* will give us what we've been *really* waiting for.





Markup Value
Because of how tough they are to get, it's not uncommon to see PS2 network adapters selling for more than $100 on eBay.

You just picked up a PS2 network adapter, so how would you describe your experience in getting online?

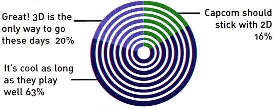


EverQuest Beta Test Contest

PLAY EVERQUEST ONLINE ADVENTURES BEFORE EVERYONE ELSE IN THE WORLD DOES!

OPM has teamed up with the folks at Sony Online Entertainment to give you a chance at getting in on the exclusive beta test of the game. That's not all though. SOE is also giving away some great limited-edition prizes to our winners! Check out the P.S. page (p.224) for all the details and the full contest rules.

What do you think of Capcom making 3D fighting games?



ZOE'S WORLD

NO HELMET REQUIRED

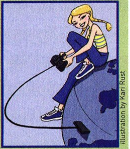


Illustration by Kari Rust

Being Canadian, it comes as no surprise that I love ice hockey (*She shoots, she scores...*). I have dreams of playing an exhibition match with my local Vancouver Canucks (mmmm...Todd Bertuzzi). I suppose my hockey fever is not unlike the Super Bowl-sized hype that surrounds the American pastime of "football." Unfortunately, despite my best efforts, I can't bring myself to exude fervor over this seemingly mundane and slow-paced helmet-fest (not even the tight pants get me riled). Like most people, though, I do like those cheerleaders—spritely bunch! (Actually, I have a design for a cheerleading game, but that'll have to wait for another column).

Suffice it to say, best-selling franchises like *Madden* and *GameDay* have little appeal to me. I lack the patience to learn how to pick plays and often find myself in the midst of a field kick on second down (did that sentence make sense?)—and soon after find myself snoozing on the couch during half-time. So when my selection of PS2 online titles arrived on my doorstep, I initially glazed over *GameDay 2003*, subconsciously placing it at the bottom of the pile with my *SOCOM* headset.

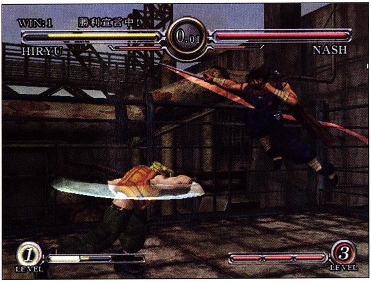
Alas, work called and I punted the *GameDay* disc into the PS2 end zone, preparing for an afternoon of frustration and boredom. I'm all set to go with my St. Louis Rams (I like the color scheme and logo), scanning various hieroglyphics in my playbook...when a cute little mail icon pops up on my screen! What's this? Help from my opponent? A message from Sony telling me its OK if I don't like football? But NO! I open it to read the following:

"Yo mama. Yer gonna take a beatdown from the mastah of disastah!"

Surprise, surprise. I was being trash-talked by my anonymous online foe! Naturally this piqued my interest in continuing to play. Intent on responding, I soon discovered a plethora of programmed responses that can be scrolled through and smacked down even while running the ball down the field. Suddenly, the oafish game of football blossomed with an entirely new dimension of mental stamina. Three hours later I was yelling fervently as I sent a string of color commentary to my equally chatty opponent, a 14-year-old from Boise, Idaho, going for my jugular with a custom insult: "You play like a girl!"

Yeah, I lost. Badly. I still found myself running the wrong way occasionally and racked up an obscene amount of penalties (mostly because I was too busy trying to insult Idaho). But I was honestly having too much fun to notice the score! Who knew the network adapter could add so much spice to a gaming classic? I can only imagine the vocabulary I'll have developed by the time the NHL logs on.

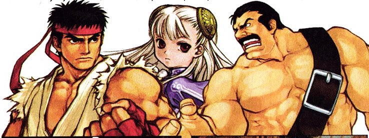
Zoe Flower writes, makes Web sites, illustrates and does funky things in front of a TV camera. www.zoeflower.com

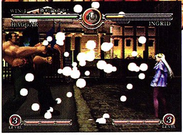


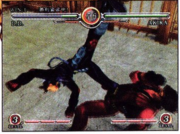
ALL-STARS

Capcom's next big fighting game revealed

Remember that new Capcom 3D fighting game Clish spoke of last month? Well, it's finally been revealed, and there's good reason to get excited for this one. Titled *Capcom Fighting All-Stars*, this is the first true entry into the 3D fighting genre for Capcom (unlike the EX games, *All-Stars* is being developed by Capcom itself and not the external house Arika). The star-studded brawler is packed with classic Capcom characters, including Ryu, Chun-Li, Strider Hiryu, Charlie and Haggar, as well as several new combatants. The arcade version of *All-Stars* should hit sometime early next year, and since it's being developed on Sony's PS2-friendly System 246 board, expect a quick port to the PS2 shortly after!







DATA STREAM

Join the Mafia

Take-Two Interactive is working on a PS2 port of its hit PC mob game Mafia for the PS2. Look for it next spring.

KITT Returns

Everyone's going back to the '80s. European developer Davilex is working on a Knight Rider game for the PS2.

New Atlus RPG

Atlus has revealed *Shin Megami Tensai III* for the PS2, a new installment in the series that the Persona games were spun off from. A U.S. release is likely late next year.

NOVEMBER CALENDAR

1 FRIDAY • Aaron Eckhart and Hilary Swank in **The Core** and **I Spy** with Owen Wilson and Eddie Murphy in theaters. **Spider-Man** DVD out.	**2** SATURDAY • **Nelly** turns 24 and parties hard. 	**5** TUESDAY • **Band of Brothers** DVD box-set out, along with **Spyro, RAD, Batman, Contra, DDR Max, Suikoden III, FIFA 2003, Tiger Woods and WWE SYM.**	**6** WEDNESDAY • **Rebecca Romijn-Stamos** is 30. The multitalented **Ethan "married to Uma Thurman" Hawke** is 32.	**8** FRIDAY • **Jack Osbourne** is 17 the same day that Eminem's new flick, **8-Mile**, comes out. Also, watch for **Femme Fatale** with Rebecca Romijn-Stamos.	**11** MONDAY • **Leo DiCaprio** is 28, **Calista "dating Han Solo" Flockhart** is 38, **Demi "comeback" Moore** is 40.
12 TUESDAY • **LOTR, Star Wars Ep. 2** out on DVD. **Bounty Hunter, Malice, The Sims, Rocky, Shinobi, Rayman Arena, Mortal Kombat, Ratchet & Clank, Rygar.**	**15** FRIDAY • **Harry Potter 2** out in theaters. Keifer Sutherland's new movie, **Phone Booth**, gets completely overlooked as a consequence.	**19** TUESDAY • **Tomb Raider, Risk, Frogger, Clone Wars, Colin McRae 3, Evolution Snowboarding, 007 Nightfire.** Big day all round.	**22** FRIDAY • New Bond movie **Die Another Day** is out. Grown men salivate at Halle Berry in a bikini. 	**28** THURSDAY • The insane **Anna Nicole Smith** celebrates her 35th birthday by getting her ass stuck under something. **Jon Stewart** is 37.	**29** FRIDAY • **Solaris** and **Treasure Planet** are both worth going to the movies for. Adam Sandler's animated **8 Crazy Nights** possibly isn't.

Have fun with one of the biggest months for entertainment ever. All the dates were correct when we worked on this page, honest.

Eckō Function.
ecko unltd

complex magazine published by Marc Eckō
subscribe today at
complexmagazine.com

eckō.com
shop online

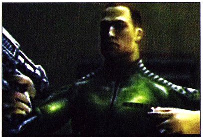
subject:
Mike Metzger
settling it...

BREAKING THE BAND

Ben Burnley, the singer/guitarist of the hit new band Breaking Benjamin, tells us about how his group's music wound up in Interplay's Run Like Hell

Most bands want to have their songs in video games because they're looking for exposure. You did it because the guy who played Biff in *Back to the Future* is in the game, didn't you?
Biff's in the game? I didn't know that. That's really cool.

Uh, so was it because Lance Henriksen from *Millennium* and *Aliens* is in it? Or was it because Kate Mulgrew, who was Captain Janeway on *Star Trek: Voyager*, is in it too?
I didn't know that either. This is just getting better and better. No, we did it because I'm real big on action adventure games. I go to Electronics Boutique and preorder all the ones that I know I'm going to like. What's cool is that when my manager called and said they'd gotten our songs in this game called *Run Like Hell*, it was a game I'd actually preordered.



Check out Breaking Benjamin's new video at www.breakingbenjamin.com.

Who made the decision to use footage from the game in your video for "Polyamorous," like they do with songs from movies?
Interplay made a trailer for *Run Like Hell* that mixed shots from the game with clips from the video we'd originally made for the song. But when we saw it, we thought it looked better than our video, so we decided to use their version instead. The funny thing is, when a tape of it came to me in the mail, I wanted to see it not because our song was in it, but because I was going to see shots from the game.

Had you seen any footage of the game before you were in it?
The only thing I saw was screenshots in magazines. But I knew from what I'd seen, and what they said about it in the magazines, that it was going to be a game I would like. What I think is cool is that this isn't the kind of game that usually has a band in it. Usually the games that have music are racing games or *Tony Hawk's Pro Skater*.

Who's the biggest gamer in the band?
Me and the bass player [Mark James Klepaski] are the only two guys in the band who own PlayStations, but he's more into the sports side of things. I'm definitely the most hardcore gamer in the band. I like those one-player games like *Metal Gear Solid 2*, *Devil May Cry* and *Max Payne*.

Breaking Benjamin's debut album, Saturate, *is out now on Hollywood Records.*

—Paul Semel

Enter the Animatrix

New media and information on the highly anticipated animated Matrix stories

With the second *Matrix* film drawing closer and closer, excitement over the franchise is on the rise again—not only because of *Reloaded*, but also thanks to *Animatrix*, the collection of short animated films based on the *Matrix* universe from some of the top Japanese anime studios. On the official *Matrix* Web site, whatisthematrix.warnerbros.com, the Wachowski brothers have finally unveiled a trailer for the collection (which will be released in parts online and as a full collection on DVD), and it has fans absolutely raving—us included.

Showing glimpses of the 10 different short films, the trailer showcases a wide variety of styles (some feature traditional animation, while others use computer rendering). It also shows just how cool anime can look when inspired by the stories and direction of the Wachowski brothers.

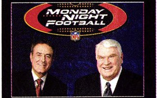
The film from Square Pictures, *Final Flight of the Osiris*, is completely CG-rendered and looks even better (dare we say it?) than *Final Fantasy: The Spirits Within* (see the shots above). Interestingly, this film—along with five of the others—actually uses a storyline written by the Wachowskis, and acts as somewhat of a bridge between the events of *The Matrix* and *Reloaded*. Another film in the series, called *Second Renaissance*, from director Mahiro Maeda (known for *Blue Submarine No. 6*), is said to actually serve as a prequel to the original *Matrix*.

A few of the other films in the set also caught our eye, notably *Program*, from Yoshiaki Kawajiri (best known for *Ninja Scroll* and *Vampire Hunter D*), and *World Record*, from Takeshi Koike, which apparently answers many questions about *The Matrix*.

Be sure to head over to the site to check out the trailer and get yourself prepared for when these hit next spring!

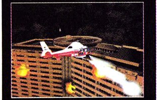
DATA STREAM

Madden Spotlight



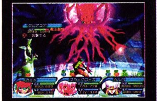
EA's *Madden NFL 2003* goes prime time. During all 17 games on this season's *Monday Night Football*, John Madden will be using his game to break down the weekly matchup and to show plays.

Choplifter Returns



Fans of the classic Choplifter series from the '80s (a theme this issue, it would seem) should be pleased to hear that Xicat has borrowed the license from Infogrames and is doing a new installment for the PS2.

.hacked



Bandai's PS2 RPG *.hack* has unfortunately been delayed until next year. What makes the wait worse, though, is that the second chapter, *Malignant Mutation* (shown above), has just been released in Japan.

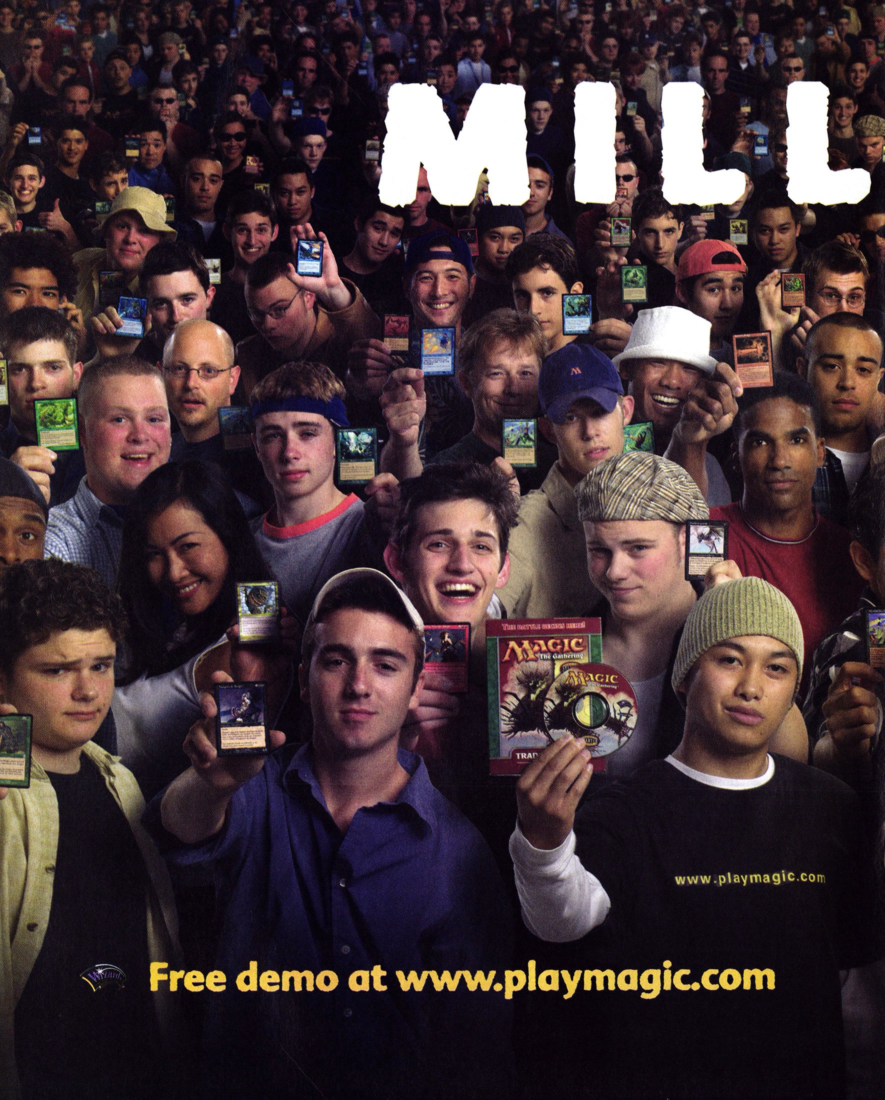
Samurai Sequel

Japanese developer Acquire is already working on a follow-up to *Way of the Samurai* for release next year. Look for Bam to handle the translation honors again.

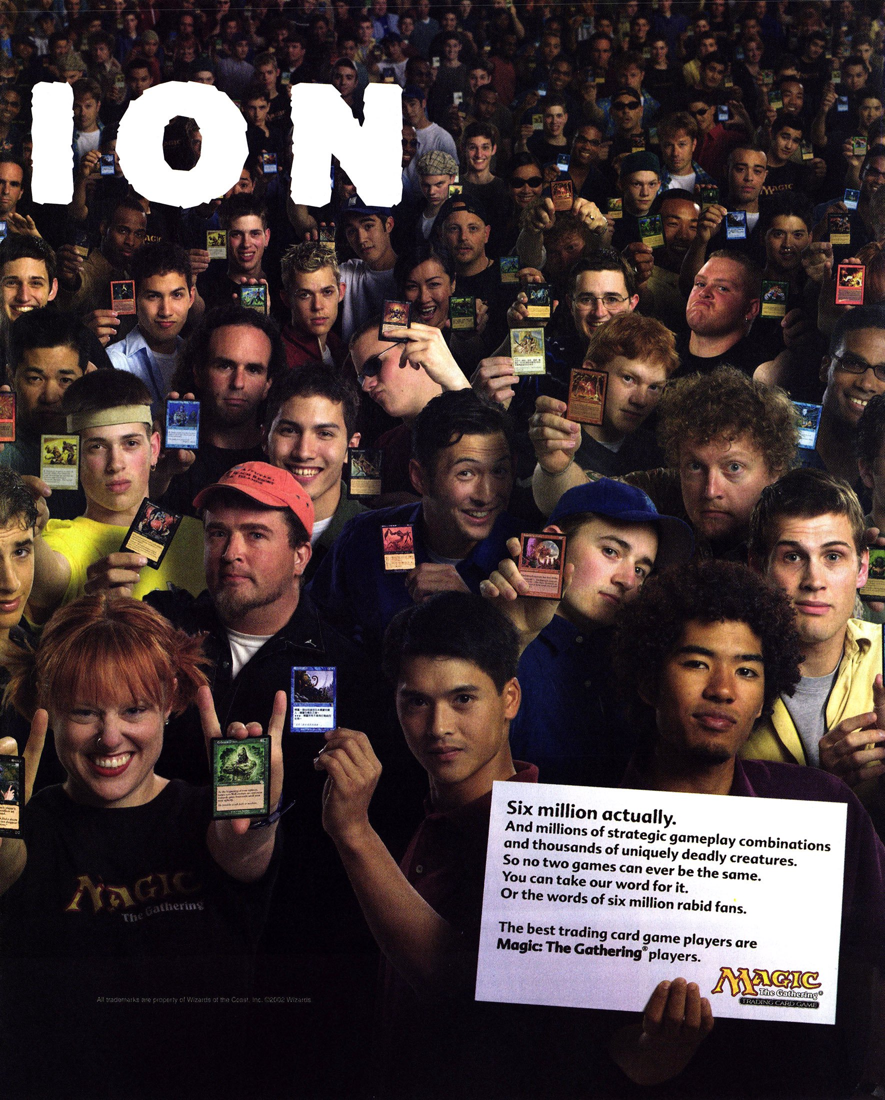
THE FIRST

THE BEST

THE FEW


MILL
THE BATTLE BEGINS HERE!
MAGIC The Gathering
MAGIC The Gathering
www.playmagic.com
Wizards

Free demo at www.playmagic.com



Six million actually.

And millions of strategic gameplay combinations and thousands of uniquely deadly creatures. So no two games can ever be the same. You can take our word for it. Or the words of six million rabid fans.

The best trading card game players are Magic: The Gathering® players.

Magic The Gathering® TRADING CARD GAME

All trademarks are property of Wizards of the Coast, Inc. ©2002 Wizards.

HERE COME THE HEROES!

Now more than ever, superheroes are saving the day on PlayStation systems

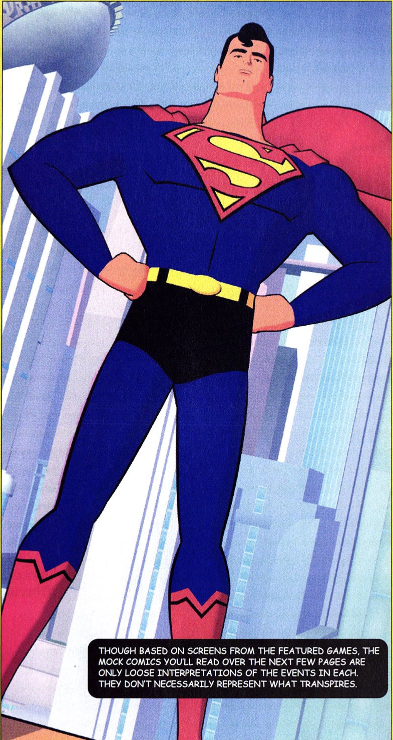
CRASH! KA-BOOM! SMACK! BLAM! SNIKT! THWIP!

The sounds of dueling men in tights have escaped their confinement to the pages of comic books in a big way, and those who wish they could live in Metropolis or see some guy in red and blue slinging through New York City have never been happier. Not only does Hollywood aim to please them with several superhero movies due by mid-2003, but the gaming industry has followed suit with the most comic-book-inspired releases featuring the since the 16-bit era. And here's something even non-fans can appreciate: Finally, you can't automatically assume that a superhero game will suck.

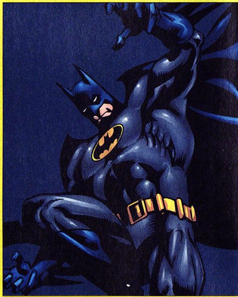
It's a difficult concept, to be sure. With a few notable exceptions (Marvel fighting games from Capcom, Activision's Spider-Man titles and Ubi Soft's *Batman: Vengeance*), PlayStation superhero releases have largely equaled nothing less than gaming Kryptonite. In fact, our May "Worst Games Ever" feature, which centered around the PSone, included not only *Iron Man/X-O Manowar* and *Batman and Robin*, but also *Judge Dredd* and *Batman Beyond* (not that *The Fantastic Four*, *The Incredible Hulk*, *Danger Girl* and *Spawn: The Eternal* were anything special, either).

"Just as movies like *X-Men* and *Spider-Man* inspire future Marvel film producers to up the ante in terms of quality while remaining true to the fans, so do great games," says Russ Brown, brand manager for Marvel Comics. "All of the upcoming games have great potential."

He's right (even regarding the titles starring spandexed wonders at rival DC). The following pages highlight all of the superhero games you can expect in the coming months—some you might even *want* to play. 'Nuff said.

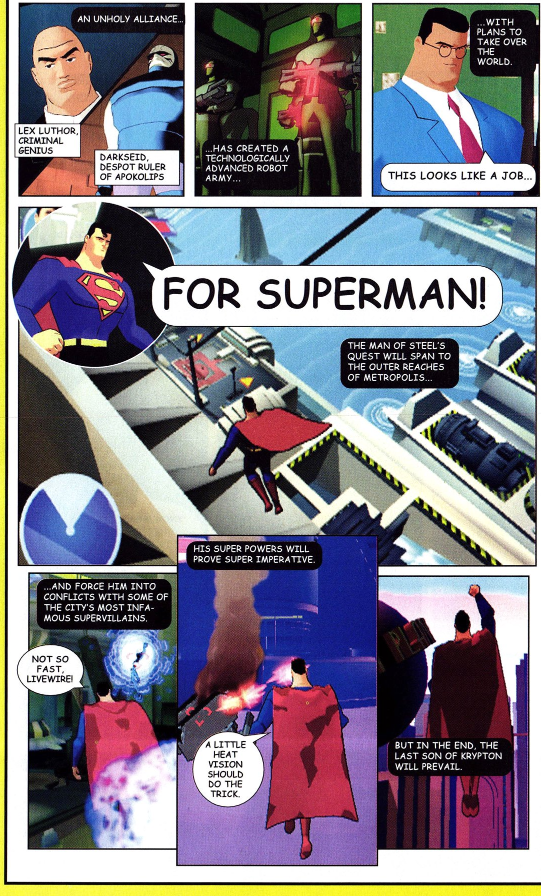


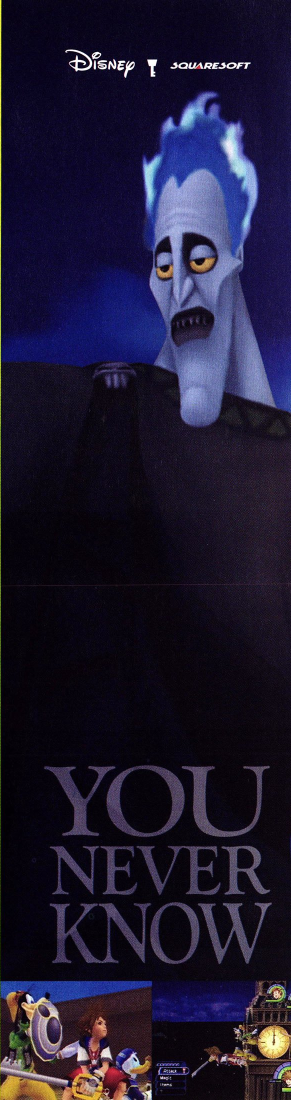
THOUGH BASED ON SCREENS FROM THE FEATURED GAMES, THE MOCK COMICS YOU'LL READ OVER THE NEXT FEW PAGES ARE ONLY LOOSE INTERPRETATIONS OF THE EVENTS IN EACH. THEY DON'T NECESSARILY REPRESENT WHAT TRANSPIRES.



SUPERMAN: SHADOW OF APOKOLIPS

You've still got that sour taste in your mouth from the last Superman game you played, right? Well, there's good reason for that. Titus' N64 title singlehandedly embodies all that can go wrong with a superhero game. Thankfully, this one doesn't. Shadow of Apokolips—which Infogrames probably just delivered to a game store near you—utilizes all of the Man of Steel's powers for the first time in an adventure living up to the quality of an episode of Superman: The Animated Series itself.

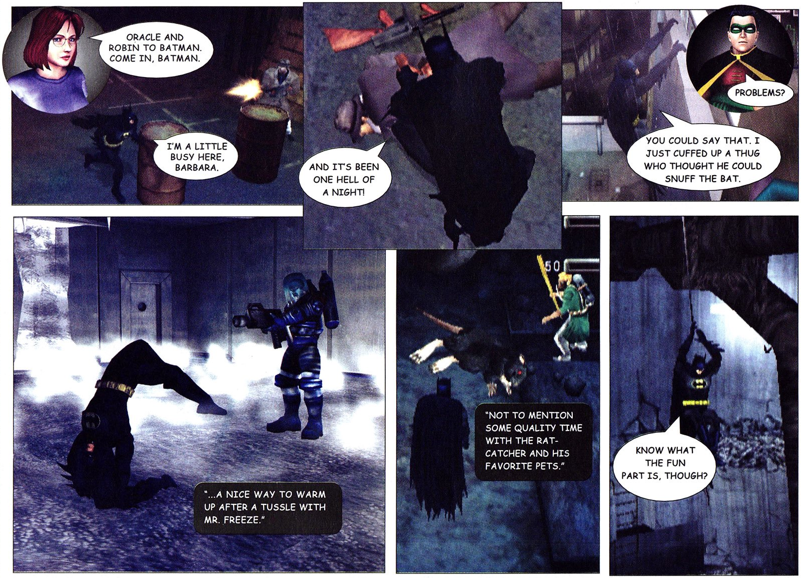

AN UNHOLY ALLIANCE...
LEX LUTHOR, CRIMINAL GENIUS
DARKSEID, DESPOT RULER OF APOKOLIPS
...HAS CREATED A TECHNOLOGICALLY ADVANCED ROBOT ARMY...
...WITH PLANS TO TAKE OVER THE WORLD.
THIS LOOKS LIKE A JOB...
FOR SUPERMAN!
THE MAN OF STEEL'S QUEST WILL SPAN TO THE OUTER REACHES OF METROPOLIS...
HIS SUPER POWERS WILL PROVE SUPER IMPERATIVE.
...AND FORCE HIM INTO CONFLICTS WITH SOME OF THE CITY'S MOST INFAMOUS SUPERVILLAINS.
NOT SO FAST, LIVEWIRE!
A LITTLE HEAT VISION SHOULD DO THE TRICK.
BUT IN THE END, THE LAST SON OF KRYPTON WILL PREVAIL.


Disney
SQUARESOFT
YOU NEVER KNOW

BATMAN: DARK TOMORROW

Let's just forget about the PSone travesty that was Batman Beyond: Return of the Joker *for a moment and give Kemco the benefit of the doubt for* Dark Tomorrow*. While we're still unsure about how the final gameplay will turn out, there's no doubt that the developers have fully captured the feel of the comic. The main reason? A script co-written by DC's own Scott Peterson and Bat-maniac Kenji Terada (responsible for the stories behind* Final Fantasies I to III*).*

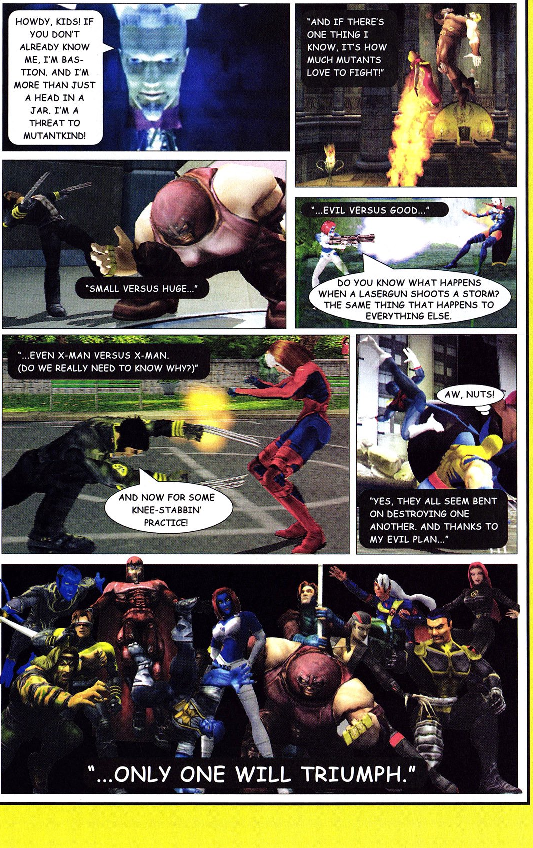
"In Dark Tomorrow*, I know that the players can become Batman and experience the thrilling sensation of Gotham City," says Terada, who has included everyone from mainstream villains to such lesser-known fan favorites as Ra's Al Ghul and Mr. Zsasz. The bat signal finally shines this November.*


ORACLE AND ROBIN TO BATMAN. COME IN, BATMAN.
I'M A LITTLE BUSY HERE, BARBARA.
AND IT'S BEEN ONE HELL OF A NIGHT!
PROBLEMS?
YOU COULD SAY THAT. I JUST CUFFED UP A THUG WHO THOUGHT HE COULD SNUFF THE BAT.
"...A NICE WAY TO WARM UP AFTER A TUSSLE WITH MR. FREEZE."
50
"NOT TO MENTION SOME QUALITY TIME WITH THE RAT-CATCHER AND HIS FAVORITE PETS."
KNOW WHAT THE FUN PART IS, THOUGH?

BLACKMASK
POISON IVY
KILLER CROC
THE JOKER
MR. ZSASZ
THE RATCATCHER
"THE NIGHT IS STILL YOUNG..."
AND MANY MORE!

X-MEN: NEXT DIMENSION

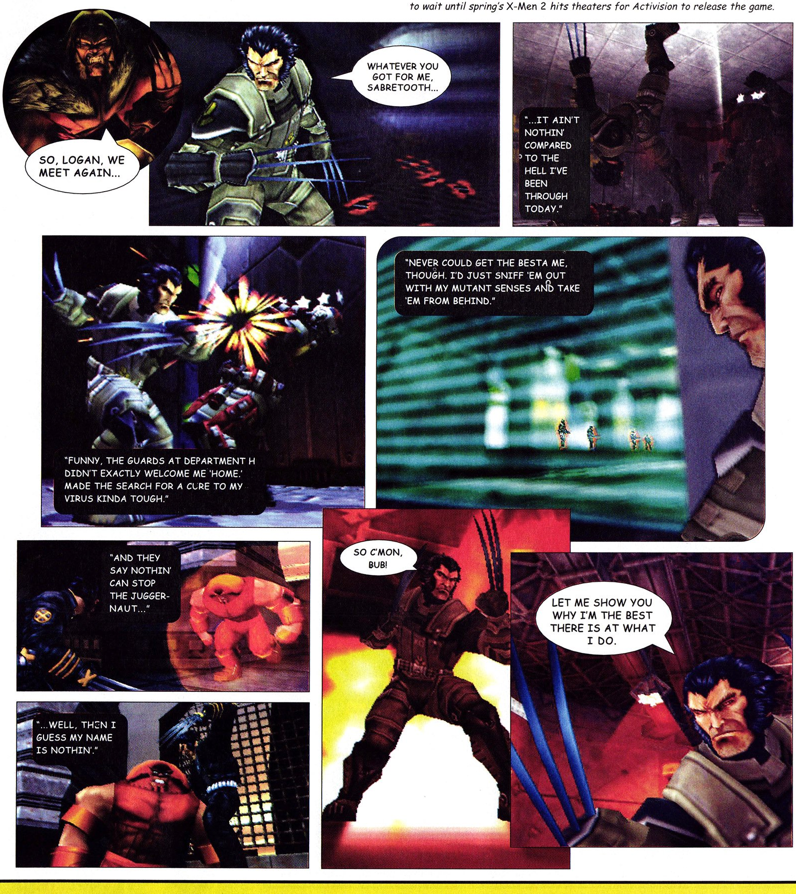
If you've used a Dual Shock to control an X-Man, odds are you dig fighting games. For years, Capcom and Activision have thrown the X-Men into such titles, and fans have seemingly only clamored for more. For Next Dimension, Activision introduces Marvel's merry mutants to full 3D, with 24 fighters total and a strong emphasis by Paradox Development on putting the individual powers of each mutant to good use. Also cool: The eight arenas come multitiered so that one environment can actually appear as three different ones. Story mode has also been emphasized, acting as sequel to the comic's "Operation: Zero Tolerance" storyline.


HOWDY, KIDS! IF YOU DON'T ALREADY KNOW ME, I'M BASTION. AND I'M MORE THAN JUST A HEAD IN A JAR. I'M A THREAT TO MUTANTKIND!
"AND IF THERE'S ONE THING I KNOW, IT'S HOW MUCH MUTANTS LOVE TO FIGHT!"
"SMALL VERSUS HUGE..."
"...EVIL VERSUS GOOD..."
DO YOU KNOW WHAT HAPPENS WHEN A LASERGUN SHOOTS A STORM? THE SAME THING THAT HAPPENS TO EVERYTHING ELSE.
"...EVEN X-MAN VERSUS X-MAN. (DO WE REALLY NEED TO KNOW WHY?)"
AND NOW FOR SOME KNEE-STABBIN' PRACTICE!
AW, NUTS!
"YES, THEY ALL SEEM BENT ON DESTROYING ONE ANOTHER. AND THANKS TO MY EVIL PLAN..."
"...ONLY ONE WILL TRIUMPH."

DISNEY
SQUARESOFT
WHO
YOU
WILL

X-MEN: WOLVERINE'S REVENGE

We'll go ahead and say it: Of all the game's in this feature, Wolverine's Revenge will likely be the best. The story by Larry Hama, former scribe of Wolverine (the comic), places Wolvie in a search for the cure to a virus that will kill him in 48 hours, sending him back to Department H and examining his history. We just have to wait until spring's X-Men 2 hits theaters for Activision to release the game.

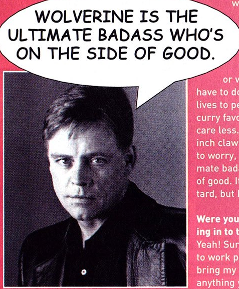

SO, LOGAN, WE MEET AGAIN...
WHATEVER YOU GOT FOR ME, SABRETOOTH...
"...IT AIN'T NOTHIN' COMPARED TO THE HELL I'VE BEEN THROUGH TODAY."
"FUNNY, THE GUARDS AT DEPARTMENT H DIDN'T EXACTLY WELCOME ME 'HOME.' MADE THE SEARCH FOR A CURE TO MY VIRUS KINDA TOUGH."
"NEVER COULD GET THE BESTA ME, THOUGH. I'D JUST SNIFF 'EM OUT WITH MY MUTANT SENSES AND TAKE 'EM FROM BEHIND."
"AND THEY SAY NOTHIN' CAN STOP THE JUGGER-NAUT..."
"...WELL, THEN I GUESS MY NAME IS NOTHIN'."
SO C'MON, BUB!
LET ME SHOW YOU WHY I'M THE BEST THERE IS AT WHAT I DO.

VOICE ACTING WITH FORCE

You might have a hard time believing that Mark Hamill, the man best known as Luke Skywalker, voices the perfect Wolverine for *Wolverine's Revenge*. But he does (alongside Patrick Stewart's Xavier). We had a chance to chat with the now-prominent voice actor at a recording session.

OPM: At one point during your voice session, you said, "I love this character!" What is it about Wolverine that makes him so great?
Hamill: Well, I think he kind of personifies what Marvel did in the '60s, which was shake up that kind of complacency that had crept over a lot of the superheroes, where everybody was sort of well-rounded and adjusted and comfortable with who they were. Their lives were so messed up—just like the readers'. It was revolutionary.

[This game goes] back to the roots of Wolverine's kind of outsider status. There's a lot of anger there. And his attitude! There's a kind of quiet menace in Wolverine's knowing that he can break you in half like a potato chip.


WOLVERINE IS THE ULTIMATE BADASS WHO'S ON THE SIDE OF GOOD.

He's the best there is at what he does...
Yeah. You know, with Wolverine it's tough, because he's the first character I've done since Joker [on *Batman: The Animated Series* and most related portrayals since] where I feel the kind of weight of the iconic status looming over me. The world judges—everybody is an expert.

So, does that mean that previous portrayals of Wolverine influence yours?
I would imagine everything in my consciousness on this subject has influenced it. I loved the movie.

It's like Joker, though. I had seen the Cesar Romero version; I had seen the Jack Nicholson version. What happens is, in both cases, I didn't know at the time that I'd ever be doing it. Then, of course, when you get the part you think, "Oh my God, I can't go back and look at these things!"

One of my friends called me up the night before the first recording for *Batman*, and he said, "Boy, I really admire you. You got some real balls." And I said, "What're you talking about?" And he said, "Well, I wouldn't want to follow Jack Nicholson in any part." And I went [*hits the couch*], "No! Why did you say that?!" And now I'm all thinkin' [*in Nicholson voice*], "Are they gonna want me to have that kind of inflection, or what?" As it turned out, it said at the top of the copy when we auditioned, "Don't think Nicholson." I thought, "That's a relief!"

I'm thinkin' Wolverine has a lot of [late actor] Lee Marvin in him. He had no time for foolishness or nonsense or games. Also kind of a seething Clint Eastwood thing going on.

Considering that a lot of your characters of the past—Joker, Hobgoblin and more—were villains, do you consider the hero Wolverine a departure?
Well, it's funny because you're all over the board. There couldn't be a more iconic good guy than Luke. And then for kids to say, "oh, you're Joker too," it's a nice kind of yin-yang going on. The villains, I think, are fun because they are so colorful and they present whatever predicament is in the way of the protagonist. It's always fun dramatically, because he can always be a real pain in the ass.

Wolverine's interesting because he's a protagonist who comports himself like an antagonist. He's got an incredible attitude. I like his sense of humor. He's kind of like we wish we could be in real life. In fact, he's the opposite of being politically correct, or brown-nosing, or kissing up, or whatever it is we all have to do at some point in our lives to people we want to curry favor with. This guy could care less. Hey, if you had 12-inch claws, you wouldn't have to worry, either! He's the ultimate badass who's on the side of good. It's like, "he's a bastard, but he's my bastard."

Were you a big fan of his coming in to this?
Yeah! Sure. And it's really great to work professionally and bring my hobby along. It's not anything you would have anticipated as a kid. I always felt semi-guilty reading comic books. My dad thought they were just trash—for people who were just not smart enough to read regular books.

One of the things I love about comic books is the sort of social aspect of developing friends who have like interests and, you know, "Here, you read my stack, I'll read your stack." I love them, the way they reflect history, whether they're World War II books or, like, Red Scare comic books of the '50s.

One last thing: Let's pretend the Joker somehow gets sucked into a vortex and ends up in the X-Mansion in front of Wolverine. What happens?
[*In Joker voice*] I think the Joker would find mutants quite challenging—not like Batman [*end voice*]. I think he'd be turned on by the whole idea of mutants. Whereas in the DC universe he's so clearly cut a villain, in the Marvel universe, there just may be a place for him!

When I get into the head of the Joker, I totally understand his motivations. Yes, I'm a criminal, but I'm entertaining! I would think that Batman's a psycho in a mask who's fighting for self-aggrandizing reasons—and he's just a pain in the ass.

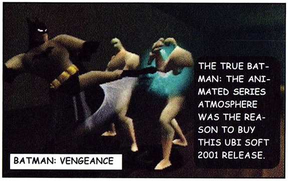
Read this entire interview (and there is a LOT more) after Nov. 1 at ***playstationmagazine.com***.

DISNEY
SQUARESOFT
RUN
INTO
NEXT

Superhero games haven't made much of a mark on the PS2 yet—but as you know by now, that's all about to change in the coming year or so. Below, take a quick look at the past and more distant future of superhero gaming on your PS2.

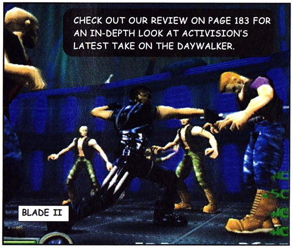
ON THE SCENE

Every PS2 superhero game you can pick up right now.



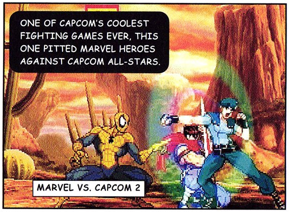
BATMAN: VENGEANCE

THE TRUE BATMAN: THE ANIMATED SERIES ATMOSPHERE WAS THE REASON TO BUY THIS UBI SOFT 2001 RELEASE.



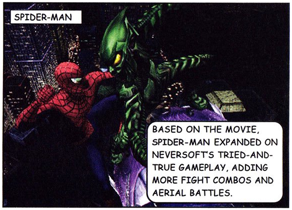
BLADE II

CHECK OUT OUR REVIEW ON PAGE 183 FOR AN IN-DEPTH LOOK AT ACTIVISION'S LATEST TAKE ON THE DAYWALKER.



MARVEL VS. CAPCOM 2

ONE OF CAPCOM'S COOLEST FIGHTING GAMES EVER, THIS ONE PITTED MARVEL HEROES AGAINST CAPCOM ALL-STARS.

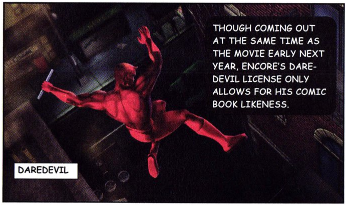


SPIDER-MAN

BASED ON THE MOVIE, SPIDER-MAN EXPANDED ON NEVERSOFT'S TRIED-AND-TRUE GAMEPLAY, ADDING MORE FIGHT COMBOS AND AERIAL BATTLES.

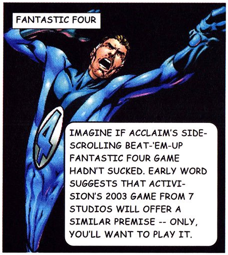
ON THEIR WAY

Games you'll almost certainly see by the end of 2003.



DAREDEVIL

THOUGH COMING OUT AT THE SAME TIME AS THE MOVIE EARLY NEXT YEAR, ENCORE'S DAREDEVIL LICENSE ONLY ALLOWS FOR HIS COMIC BOOK LIKENESS.

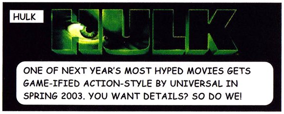


FANTASTIC FOUR

IMAGINE IF ACCLAIM'S SIDE-SCROLLING BEAT-'EM-UP FANTASTIC FOUR GAME HADN'T SUCKED. EARLY WORD SUGGESTS THAT ACTIVISION'S 2003 GAME FROM 7 STUDIOS WILL OFFER A SIMILAR PREMISE -- ONLY, YOU'LL WANT TO PLAY IT.

THE PUNISHER

A MARVEL GAME NOT FROM ACTIVISION? THAT'S THE CASE WITH THQ'S PUNISHER. PLAY AS THE TOUGH-AS-NAILS VIGILANTE LATE NEXT YEAR, AROUND THE TIME OF ARTISAN'S MOVIE RELEASE.

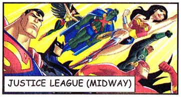


HULK

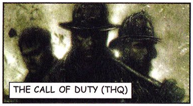
ONE OF NEXT YEAR'S MOST HYPED MOVIES GETS GAME-IFIED ACTION-STYLE BY UNIVERSAL IN SPRING 2003. YOU WANT DETAILS? SO DO WE!

ITCHING FOR ACTION

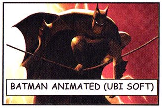
There may not be any new PS2 games announced for these characters yet—but that doesn't mean we won't see them at some point.



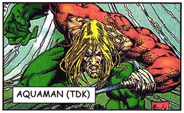
JUSTICE LEAGUE (MIDWAY)



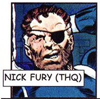
THE CALL OF DUTY (THQ)



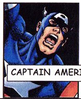
BATMAN ANIMATED (UBI SOFT)



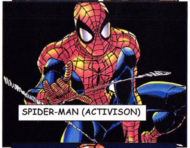
AQUAMAN (TDK)



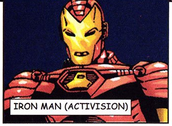
NICK FURY (THQ)



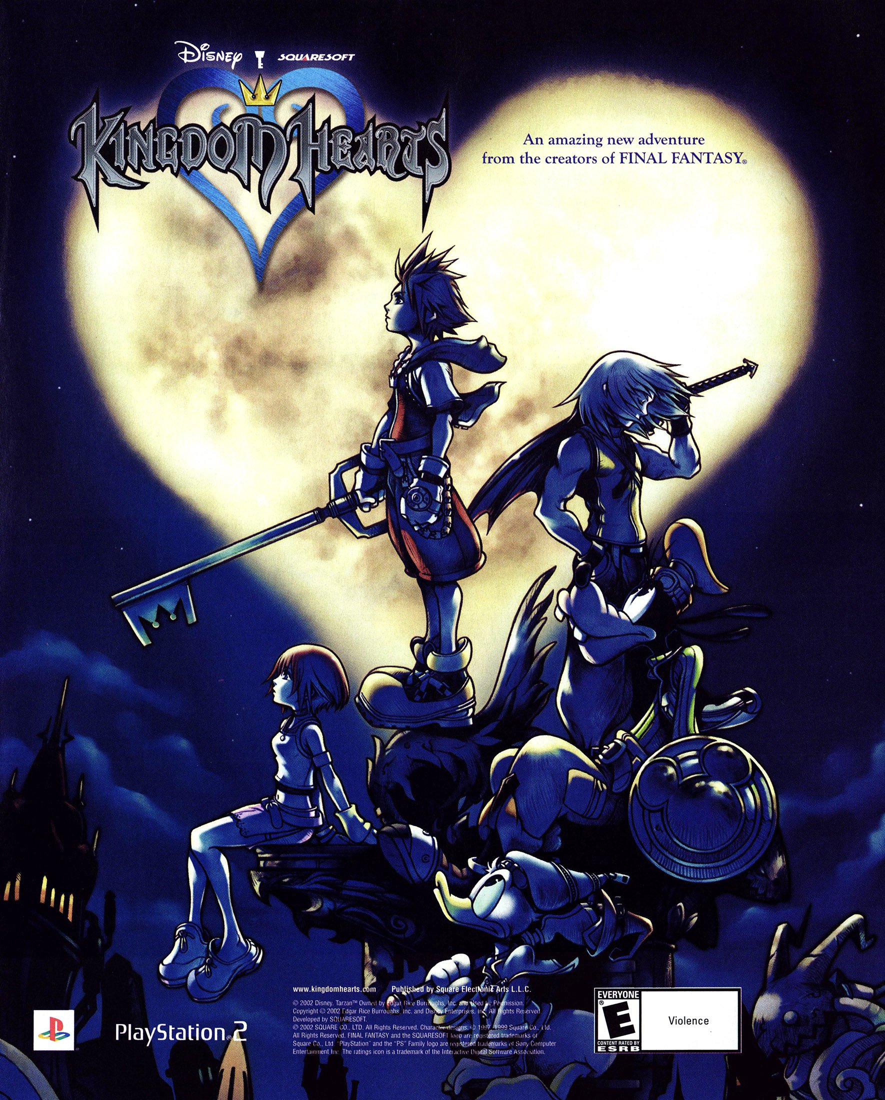
CAPTAIN AMERICA (THQ)



SPIDER-MAN (ACTIVISON)



IRON MAN (ACTIVISION)



An amazing new adventure
from the creators of FINAL FANTASY®

www.kingdomhearts.com

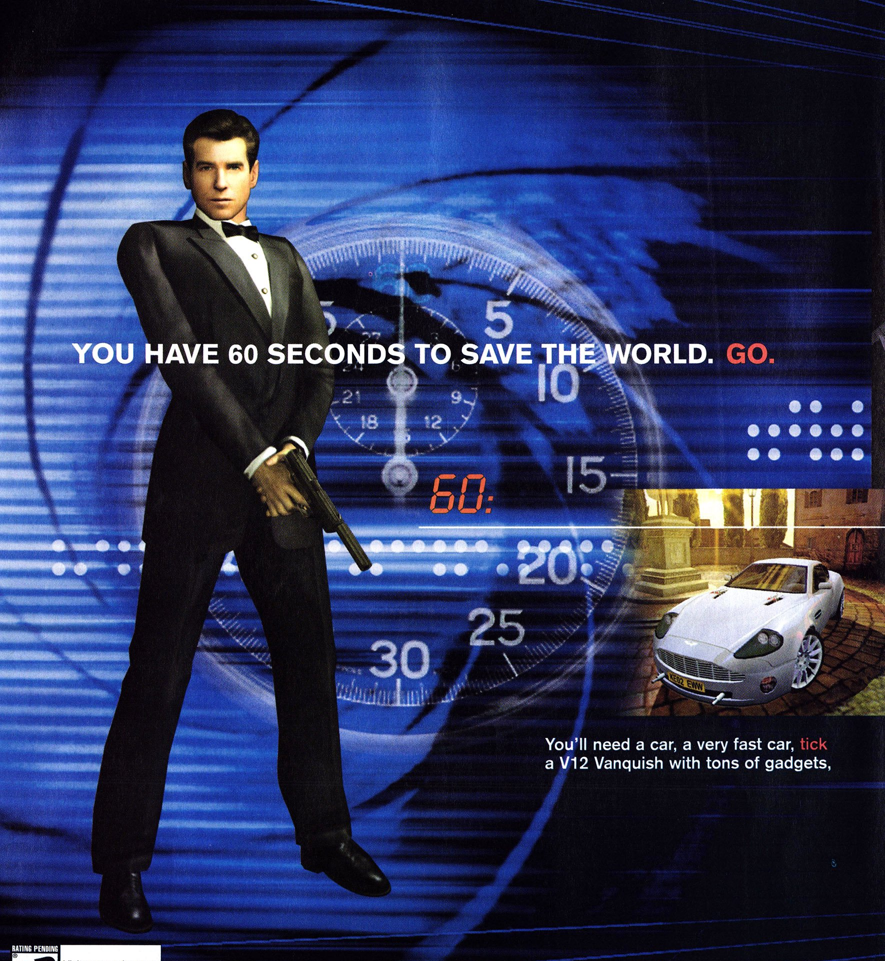
Published by Square Electronic Arts L.L.C.

© 2002 Disney. Tarzan™ Owned by Edgar Rice Burroughs, Inc. and Used by Permission.
Copyright © 2002 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc. All Rights Reserved.
Developed by SQUARESOFT.
© 2002 SQUARE CO., LTD. All Rights Reserved. Character designs: © 1997, 1999 Square Co., Ltd.
All Rights Reserved. FINAL FANTASY and the SQUARESOFT logo are registered trademarks of
Square Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer
Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

PlayStation® 2

EVERYONE
E
CONTENT RATED BY
ESRB

Violence



YOU HAVE 60 SECONDS TO SAVE THE WORLD. GO.

You'll need a car, a very fast car, tick
a V12 Vanquish with tons of gadgets,

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

NINTENDO GAMECUBE
XBOX
PlayStation 2
PC CD ROM

NIGHTFIRE Interactive Game (all object code, all other software components and certain audio visual components only) ©2002 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or 007, James Bond Gun and Iris Logos and all other James Bond related properties ©1962-2002 Danjaq, LLC, and United Artists Corporation. NIGHTFIRE is a trademark of Danjaq, LLC, and United Artists Corporation. Aston Martin V12 Vanquish used under license from Aston Martin license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

enough gadgets, tock to help you blow up a space station,
or jump out of a plane and tick stop a secret military force,
before breaking into Mayhew's estate,

007™
nightfire™
007.ea.com

or, engineering a rooftop escape from Phoenix International's Tokyo office tock then exiting a burning gondola tick in the alps all in time to rendezvous tock with secret agents Zoe and tick Dominique

but don't pat yourself on the back tock too much because tick that was only one minute, and there are still 1,400 left in the day tock.

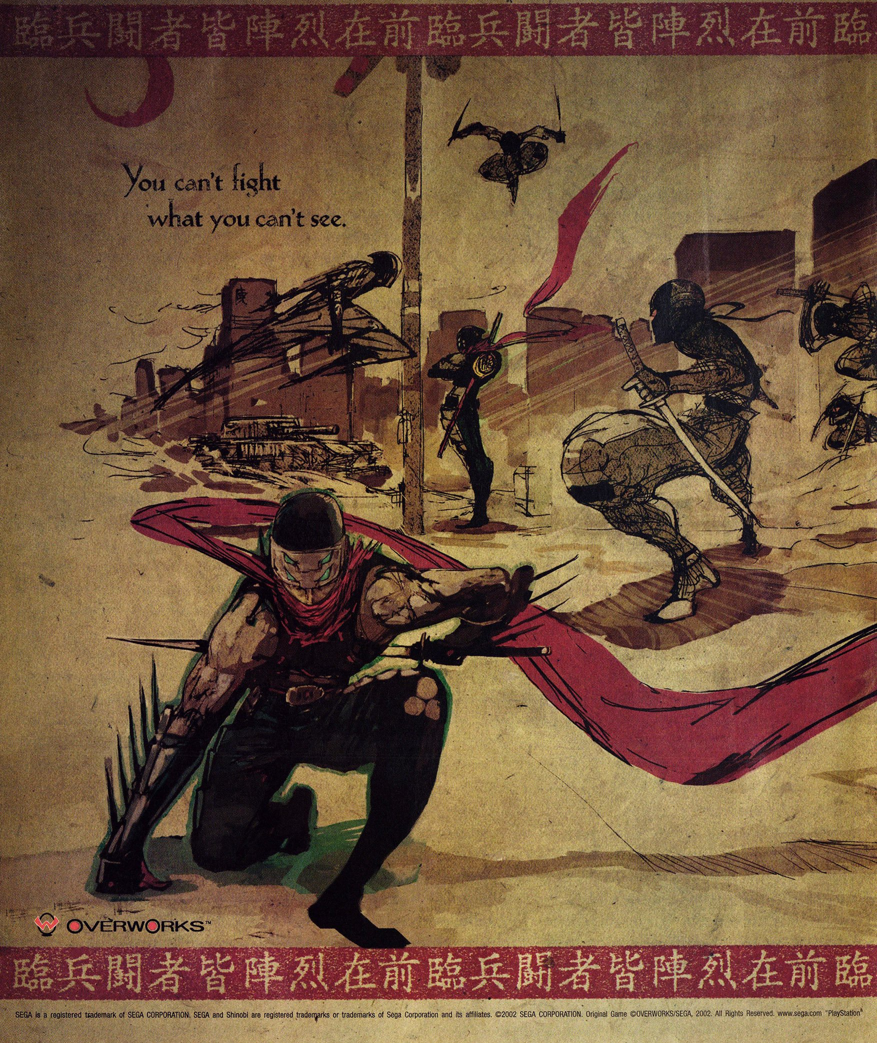
Sixty seconds of Bond's world.
It's more than most people
do their entire life.

See *DIE ANOTHER DAY* in Theaters. Coming this fall.

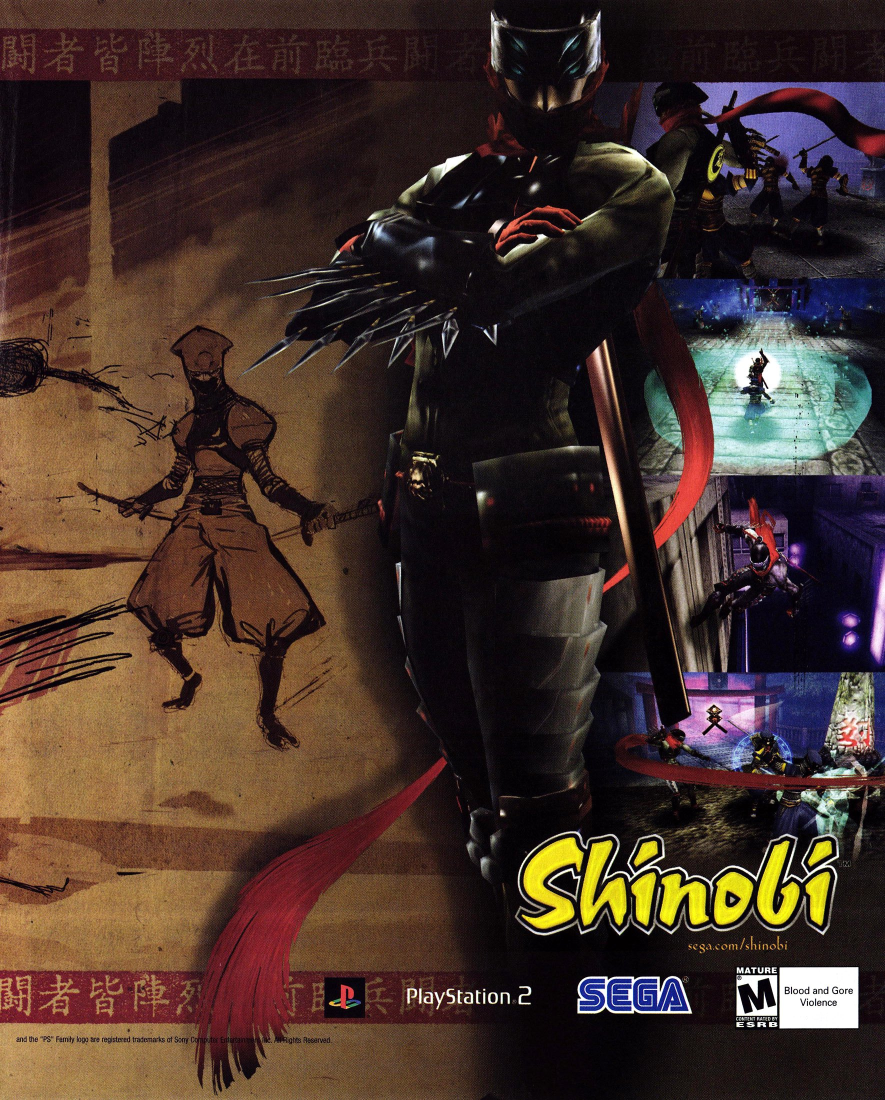
MGM INTERACTIVE

eagames.com

other countries. All rights reserved. NIGHTFIRE Interactive Game (certain audiovisual components) © 2002 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. James Bond, Lagonda Limited. Ford Motor Company. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are the trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under


臨兵闘者皆陣烈在前臨兵闘者皆陣烈在前臨
You can't fight
what you can't see.
OVERWORKS™
臨兵闘者皆陣烈在前臨兵闘者皆陣烈在前臨

SEGA is a registered trademark of SEGA CORPORATION. SEGA and Shinobi are registered trademarks or trademarks of Sega Corporation and its affiliates. ©2002 SEGA CORPORATION. Original Game ©OVERWORKS/SEGA, 2002. All Rights Reserved. www.sega.com "PlayStation"

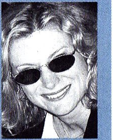

闘者皆陣烈在前臨兵闘者
前臨兵闘者
Shinobi™
sega.com/shinobi
闘者皆陣烈前臨兵闘者
PlayStation 2
SEGA
MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence

and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

He-Man Makes a Comeback
Another '80s icon is making a return. Following in the footsteps of the new Cartoon Network He-Man show, TDK is working on a game for the PS2 starring the beefy hero.

HOLLYWOOD BEAT

JAMES BOND: STIRRED BUT NEVER SHAKEN



There is no better-known movie moniker than "Bond...James Bond." After 40 years—50 if you count the Ian Fleming novels—the super-suave secret agent has effortlessly juggled a bevy of girls, guns and gadgets while saving the world from an eclectic collection of wackos, and he just goes on and on.

Agent 007 was first introduced on the big screen in 1962's *Dr. No* and, in theory, should have gone the way of the Hula Hoop by now. Yet the twentieth film, *Die Another Day*, opens in November and Electronic Arts will ride the picture's marketing juggernaut with a new Bond release, *James Bond 007: Nightfire*. So, why does James Bond endure when the shelf life of other pop icons expires instantly?

It's not just the eye-popping effects and Bond girls that keep 007 alive and well (though Halle Berry was an inspired choice for *Die Another Day*). No, he endures because, first and foremost, he gets the job done—and we have a grand time watching him do it. Also, 007 never takes himself too seriously, and there's no whining or angst to slog through. Bad puns aside, he's cool, efficient and fun—all qualities attractive to men and women alike. There have been many pretenders to the throne, *XXX* being the latest, but no usurpers. Besides, Vin Diesel is no Sean Connery, or the even the current screen Bond, Pierce Brosnan.

Successful franchises live on because they attract new audiences. What better way to reach today's up-and-coming movie-goers than through games? The Bond gaming series was an important one for the interactive entertainment industry because it helped jettison the stigma that entertainment-licensed games weren't worth looking at, let alone playing. Because of their success, it has also been suggested that the Bond games can drive new viewers to Bond movies. Impossible to verify, but it could very well be the case.

Another key to franchise longevity is that they need to be refreshed without changing the original formula (remember New Coke?), and though both Bond games *Agent Under Fire* and *Nightfire* feature independent story lines, they stay true to the Bond mythology. Fortunately, both Hollywood and interactive publishers understand that though 007 has his roots in the last millennium, retro is cool if done with style—or in the case of *Austin Powers*, affectionate zaniness.

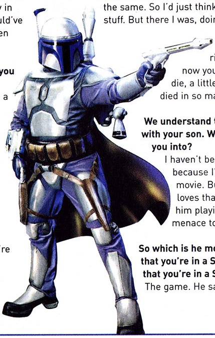
Nightfire is the first video game to include the "cyber scanned" facial features of Pierce Brosnan. Providing all goes well with both the game and movie, his participation sounds like a win-win situation. Gamers will get the opportunity to play as the same big-screen Bond plastered all over the media this winter, and Brosnan will introduce his screen presence to a new set of younger fans.

Can James Bond continue to beat the odds along with the bad guys? With both Hollywood and Silicon Valley in his corner, it seems likely.

Karen Jones is a freelance writer with expertise in Hollywood/interactive convergence

VOICE OF EVIL

Actor Temuera Morrison—who played Jango Fett in *Star Wars–Episode II: Attack of the Clones*—talks about reprising his role for *Star Wars: Bounty Hunter*



With the exception of R2-D2, most of the actors in the Star Wars films don't do the voices in the games. Why did you decide to do the voice of Jango Fett in *Bounty Hunter*?
Because it was one of the best scripts I'd read in ages. It was like Clint Eastwood/Dirty Harry in space. Pity it wasn't a feature film. We should've made a movie called Bounty Hunter and then brought out the game.

Did you get to see any of the game before you signed on?
No, nothing. All I've seen was some stuff in a PlayStation magazine that I was on the cover of. But I knew with all the heavy artillery that I had, all the stuff I had in Star Wars to play with, I knew they could make a pretty good game.

How was doing the voice of Jango in the game different from acting in the movie?
Well, the whole game is based on me, so it was like doing my own little movie. But really, there wasn't too much difference; he's the same character. Though when you're doing the movie, you're on a big set and George Lucas is there—it's pretty exciting. But when you do the game, you go in a studio and all you see is a microphone.

Was there any difference between doing *Bounty Hunter* and the previous voice-over work you've done for TV commercials?
No, not really. All the technical things are pretty much the same. So I'd just think of Lara Croft and all that stuff. But there I was, doing it—doing the sideways movements. "Hup! Hup! Hup!" And now move to the right. "Hup! Hup! Hup!" And now you have to die, but not a big die, a little die. "Aaargh!" I've never died in so many ways.

We understand that you play video games with your son. What kinds of games are you into?
I haven't been playing much lately because I've been away, shooting a movie. But he's been playing *GTA3*. He loves that one, but I don't like him playing it. He's becoming a menace to society.

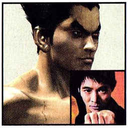
So which is he more impressed with: the fact that you're in a Star Wars movie or the fact that you're in a Star Wars game?
The game. He says the game's cooler.

—Paul Semel

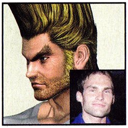
DREAM CAST

It's always tough to cast a fighting flick since no one fights anymore. All the big stars are soft, so we've had to stretch a bit to figure out who would fit. But our *Tekken 4* movie would be more of a love story than a huge show of pugilism. By the way, we're being sarcastic. So here's who you'll see on opening night. Action!

Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



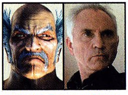
Kazuya: Jet Li
While we wanted William Shatner here, he wasn't available, leaving us with our second option. Jet Li kicks ass, though, so he won't disappoint.



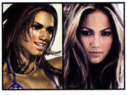
Paul Phoenix: Sean William Scott
Sean might need a follicle implant to fully realize the Phoenix role—but we couldn't pick Kid from Kid 'n' Play, now, could we?

Nina Williams: Nicole Kidman
Since she stunned us in *Moulin Rouge,* we've been at Ms. Kidman's mercy. Since we've been playing *Tekken 4*, the same goes for Nina.

Ling Xiaoyu: Zhang Ziyi
Maybe we want to see Zhang Ziyi in pigtails. Or maybe it's that we want to see her in those cutesy outfits. Or maybe it's because we like the way she fights.

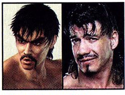


Heihachi: Terrence Stamp
Kneel before Zod, bee-atch! What else do we have to say?



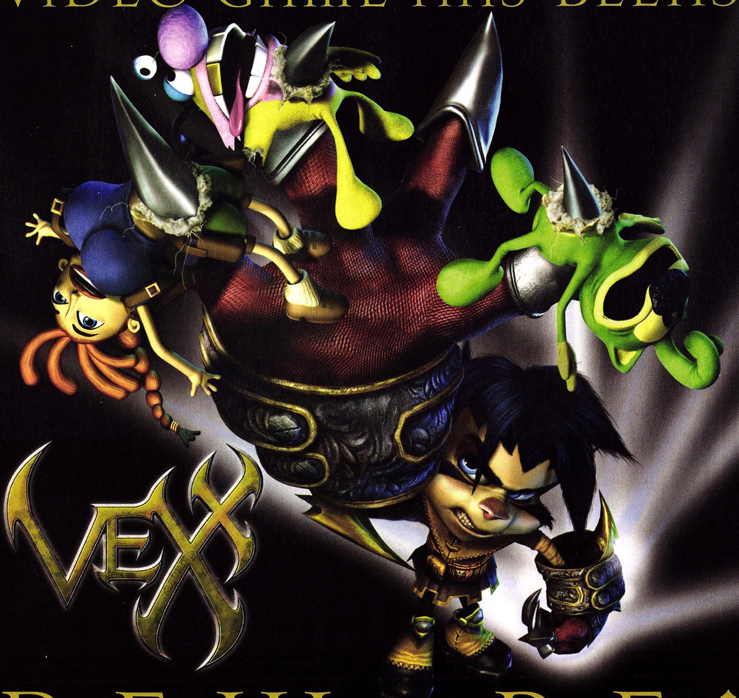
Christie Monteiro: J.Lo
With a backside like Christie's, this one's obvious.

Panda: Ling-Ling
This casting call is straight from Washington, D.C.'s zoo!



Marshall Law: Eddie Guerrero
From WWE to Hollywood!

VIDEO GAME HAS-BEENS



BEWARE!

A NEW BAD BOY. GIVING THE FINGER TO LAME GAMES.

It's a fight for freedom. And an adventure for revenge! Featuring 6 dangerously interactive worlds with objectives viewable from anywhere in the Vexx universe! Scale sheer cliffs and uncover deadly attack combos and special abilities! But beware of nightfall – your enemies morph into more evil forms as the light of day wanes! VEXXTHEGAME.COM

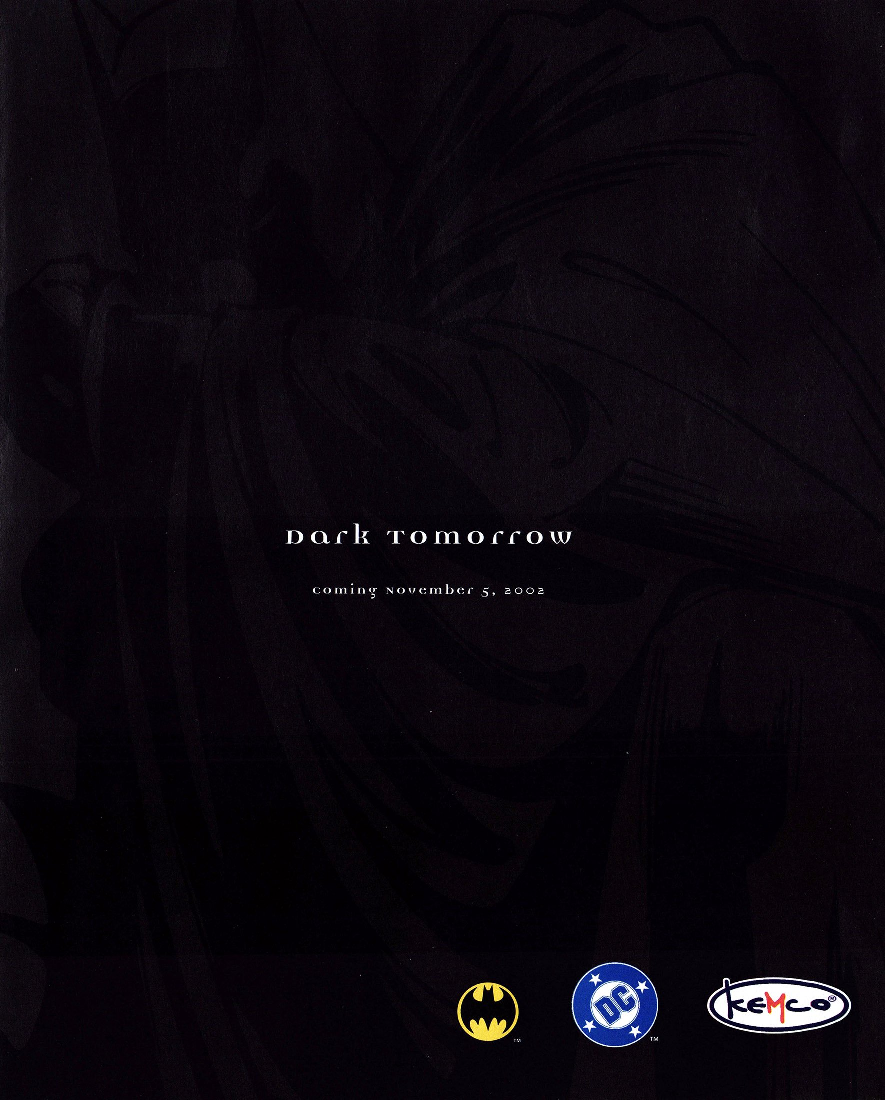
TEEN
T
CONTENT RATED BY
ESRB
Violence

XBOX PlayStation 2 NINTENDO GAMECUBE Acclaim

Vexx™ and Acclaim ® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Austin. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. Screens shown were taken from the Xbox version of the video game.

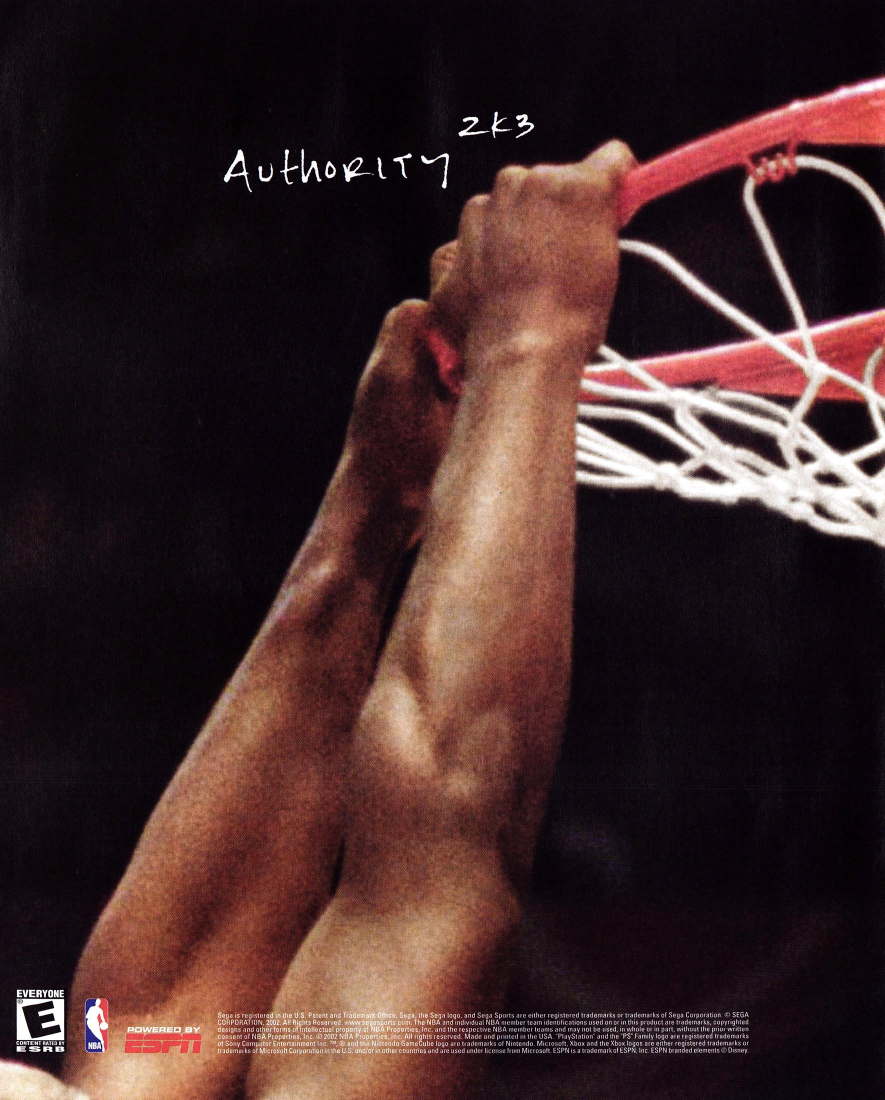
sunny today

Software © Kemco. BATMAN and all related indicia are trademarks and © 2002 DC Comics. All rights reserved.



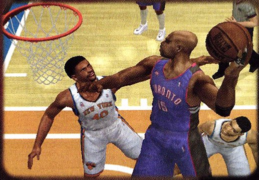
Dark Tomorrow

coming November 5, 2002



Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, and Sega Sports are either registered trademarks or trademarks of Sega Corporation. © SEGA CORPORATION, 2002. All Rights Reserved. www.segasports.com. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All rights reserved. Made and printed in the USA. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. ™, ® and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. ESPN is a trademark of ESPN, Inc. ESPN branded elements © Disney.

NBA 2K3



Experience the joy of flight.

Develop the will to win.

Control your body and your rival.

It's time to play with the big boys.

DRIVE AND DISH ON THESE PLATFORMS

NINTENDO GAMECUBE

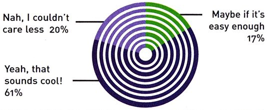
XBOX

PlayStation 2

SEGA SPORTS

segasports.com

Would you be interested in taking a digital photo of yourself and importing it into a game?



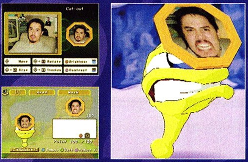
WHAT EVER HAPPENED TO...

PICTURE PARADISE

It seemed like the perfect bit of convergence—the kind of stuff the brass at Sony would hold up as evidence when chattering away about the PS2's Emotion Engine and "the future of computer entertainment."

Tucked away in a corner of Tecmo's booth at the May 2001 E3 convention were a pair of Sony reps who were unveiling a middleware application called Picture Paradise. Using a digital camera, Picture Paradise let you load images into games, customizing your PS2 playtime with pics of yourself, possibly even mapping them directly onto a game's characters to create a virtual you.

So why were the Sony people parked in Tecmo's booth? Because Tecmo's *Monster Rancher 3* was the first U.S. game to utilize Picture Paradise. Granted, the application was a bit rudimentary; you could only upload images onto "masks" worn by monsters. But it was still pretty darn cool.



Since then, Picture Paradise has completely disappeared. No other U.S. game has utilized the middleware solution, and none has any future plans to do so. Why? According to a Sony rep, "The developers here in the U.S. weren't as excited about this as they are in Japan," where Picture Paradise is still being incorporated into new games. Sony has since decided to pull back its Picture Paradise program here, though the company plans to leave the door open if any new interest arises.

As for Tecmo, the publisher is undecided about including Picture Paradise in its next PS2 Monster Rancher game. "We didn't get as much praise for it as we thought we would," says John Inada, Tecmo's marketing director. "If a significantly improved version of Picture Paradise-type technology became available, I'm sure we'd give it a hard look. We still think that the idea is good, but the execution and the education for the idea would have to be improved."

Wanna get the scoop on a product that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it.

P.S.A.T.

(PlayStation Aptitude Test)

1. *Grand Theft Auto: London 1969* was the first of how many mission packs for the original *Grand Theft Auto*?
a. 4
b. 3
c. 2
d. 1

2. Rockstar North, the notorious developer of *Grand Theft Auto*, was also responsible for one other blockbuster franchise back when it was known as DMA Design. Name it.
a. *Max Payne*
b. *Loaded*
c. *Soldier of Fortune*
d. *Lemmings*

3. *Grand Theft Auto: Vice City*'s lead voice is actor Ray Liotta. But it wasn't his first appearance in a game. What was?
a. *No Escape* (Genesis, SNES, Sega CD)
b. *Goodfellas* (SNES)
c. *Grand Theft Auto 3* (PS2)
d. *Tron* (arcade)

4. No-name lead in *GTA3* : 8-Ball :: Tommy Vercetti in *GTA:VC* : ________?
a. Steve Scott
b. Ken Rosenberg
c. Mitch Baker
d. Lance Vance

5. Which of the following games does not feature the voice talents of Mark Hamill?
a. *Batman: Dark Tomorrow*
b. *The Scorpion King*
c. *X-Men: Wolverine's Revenge*
d. *Grandia Xtreme*

6. What was the first RPG released on the PSone?
a. *Final Fantasy VII*
b. *Beyond the Beyond*
c. *Wild Arms*
d. *Suikoden*

7. Cid in *Kingdom Hearts* comes from which Final Fantasy?
a. *Final Fantasy IV*
b. *Final Fantasy VI*
c. *Final Fantasy VII*
d. *Final Fantasy VIII*

8. Who is the second playable character in *Devil May Cry 2*?
a. Sparda
b. Trish
c. Lucia
d. Ophelia

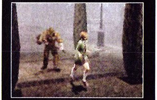
9. *The Document of Metal Gear Solid 2* comes with what as a bonus?
a. Solid Snake stickers
b. *Metal Gear Solid 3* trailer
c. *MGS2* soundtrack CD
d. Five playable VR missions

10. Which of the following games won't be playable online?
a. *.hack*
b. *Final Fantasy XI*
c. *NBA Live 2003*
d. *My Street*

Answers:
1. d, **2.** d, **3.** a, **4.** d, **5.** a, **6.** b, **7.** c, **8.** c, **9.** d, **10.** a

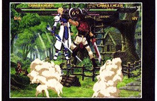
DATA STREAM

Time for Terror



Capcom has shown first shots of its new horror game *Clock Tower 3*. It stars a young girl who slips into an alternate dimension of death. The game hits Japan this winter. No word yet on a U.S. release.

Guilty Sequel

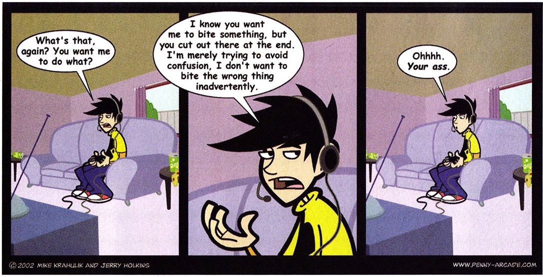


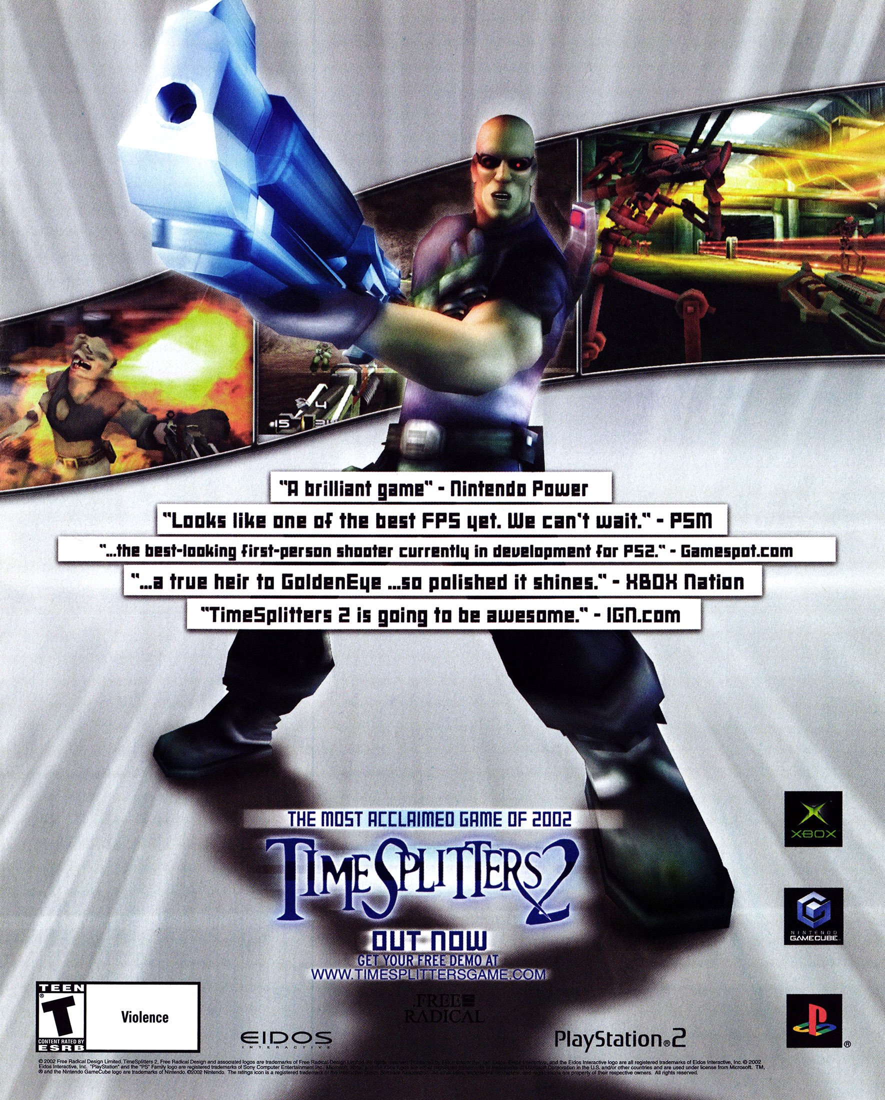
Sammy is bringing its *Guilty Gear X* sequel *Guilty Gear XX* to the PS2 this winter in Japan and the U.S. soon after.

Navy Gets Games

Gaming while 200 feet below water? You better believe it. All of the 72 ships in the U.S. Navy's submarine fleet were recently outfitted with PS2s, a gift from the Interactive Digital Software Association. Our pick for the Navy's first must-buy game? *Sub Rebellion*, naturally.

WWW.PENNY-ARCADE.COM


What's that, again? You want me to do what?
I know you want me to bite something, but you cut out there at the end. I'm merely trying to avoid confusion, I don't want to bite the wrong thing inadvertently.
Ohhhh. Your ass.
© 2002 MIKE KRAHULIK AND JERRY HOLKINS
WWW.PENNY-ARCADE.COM



"A brilliant game" - Nintendo Power

"Looks like one of the best FPS yet. We can't wait." - PSM

"...the best-looking first-person shooter currently in development for PS2." - Gamespot.com

"...a true heir to GoldenEye ...so polished it shines." - XBOX Nation

"TimeSplitters 2 is going to be awesome." - IGN.com

THE MOST ACCLAIMED GAME OF 2002

TIMESPLITTERS 2

OUT NOW

GET YOUR FREE DEMO AT
WWW.TIMESPLITTERSGAME.COM

© 2002 Free Radical Design Limited. TimeSplitters 2, Free Radical Design and associated logos are trademarks of Free Radical Design Limited. All rights reserved. Published by Eidos Interactive, Inc. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. © 2002 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. ©2002 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other titles, trademarks, characters, and registrations are property of their respective owners. All rights reserved.

www.onewickedcricket.com

THE WATCHDOG

illustration by Gary Taxali

JERK THE JERKS

A friend of mine was describing one of the more interesting strategies being practiced by some of the folks who are playing *SOCOM* online. Apparently what happens is that for kicks, a group of teammates turns on one of its own members and shoots up the guy's character until he bleeds. This maneuver is known as a "Bloody Mary." Why do they do it? Well, why not?

Welcome, PlayStation fans, to the dark side of online gaming.

This sort of behavior is something that PC gamers have known about for years. PC gamers have been online since the early days of *Quake*, and as soon as the first game servers hit the Net, some of the more obnoxious players were finding ways to cheat and to irritate their fellow gamers. As the PC online gaming world grew, bad behavior grew as well—and it's become enough of a problem that it's actually receiving mainstream attention. In September, the *Los Angeles Times* ran a story about "online bullies" in games like *EverQuest* and *Ultima Online*, who get online specifically to harass and annoy other online gamers.

These guys enjoy repeatedly hunting down and killing newer and weaker online characters, killing them over and over. The killing serves no purpose in the game itself—these guys just want to antagonize the guy on the other end of the computer connection. Some of the more organized bullies form gangs that block access to parts of the game map or hoard important game objects, jacking up the prices—again, not for any purpose other than to drive other players up a wall. Others simply fire off harassing messages based on a player's presumed race, sex or orientation.

PlayStation gamers have some advantages over PC gamers when it comes to dipwads playing online. Console games are harder to hack than PC games, so many of the online cheats and tricks are harder to pull off. Also, the console and game companies maintain and monitor the network the games are played on, so game servers are in a more controlled environment than they are in the PC realm. However, as the "Bloody Marys" of *SOCOM* show, none of that will affect the guy who wants to go online solely to be the sort of anonymous jerk in the virtual world that he can't be in the real world.

Game companies are well aware that they won't make money if no one but jerks come to play. But I think this behavior also has the potential for more serious repercussions. I've got a clock ticking on how long it takes before Sony or another company servicing online gaming gets sued. The complaint? Providing these jerks an avenue to humiliate, intimidate and harass others. Someone is bound to say his civil rights are under fire every time he goes to play online, and the companies running online games are just letting it happen. It won't take too many of those kinds of lawsuits to convince game makers that online games are more trouble than they're worth—or to draw the attention of those who believe video games are degenerating the moral fiber of the country. This would just be more fuel for their fire.

Anyone who has ever been in an online chat room or message board knows that left unchecked, jerks drive away everyone else. They can do it to online gaming as well. Game companies need to do their part to jerk the jerks, and many are. But more importantly, online players need to realize that by being the sort of obnoxious twit online they wouldn't ever be in real life, they just might kill off their online world entirely. So in short: Behave, folks.

John Scalzi always behaves politely online. You can see for yourself when you comment about this column on the *OPM* message boards. Or drop him a line at john@scalzi.com. He's all about responding to your comments.

SEAL OF APPROVAL

5 questions with the SOCOM development team

1 So *SOCOM* is finished, done, out the door. How do you think it turned out? What are you most proud of? What makes you cringe when you see it?

Overall, I think *SOCOM* turned out well. A lot of people are having a great time with it online and they're enjoying the single player missions, too, so I'm pleased. I'm most proud of the fact that *SOCOM* as a whole is a lot of fun. We paid attention to a lot of details, but the core of the game—the controls and the weapons—are very solid. Altogether it just feels good to pick up and play.

The one thing that makes me wince is when I see people complaining about the enemies sometimes "just standing there." What most people don't know is that when you surprise, startle or stun an enemy, they don't move for a brief period and that's when you can most easily take them out. We didn't want to put punctuation marks over their heads to indicate their awareness states because that would be out of character for *SOCOM*. I wish we had made the enemy "I'm surprised" and "I'm suspicious" sounds and animations more obvious.

2 What would you like to implement in a sequel? Anything you planned for *SOCOM* but couldn't fit in? Any new ideas that came up during the development process? Any plans for, say, vehicles?

We managed to incorporate a lot of our ideas in *SOCOM*, but didn't have time for everything. On one hand I'd like to make the maximum length of a chat line longer, and on the other, I'd like to add more variety to the close-quarters battle aspects. As for vehicles I guess I should just say that just about everybody likes using them and that the next generation of tactical shooters will have to have them to be competitive.

3 How do you expect the real-life SEALs and other members of the military to respond to the game? Do you think you've made it real enough for them?

Since we made the game with the help of SEAL consultants and the Navy, I think there'll be general approval. When we designed *SOCOM*, we—both our team at Zipper and our SEAL consultants—tried to be realistic but knew that fun is more important. We asked ourselves questions like, "If I were an off-duty SEAL, would I want to spend three hours lying in mud doing recon?" You could say that the missions, enemies, weapons and so on are realistic, but we avoided the aspects of being a SEAL that would be least interesting to players.

4 What's your favorite level for multiplayer, and why?

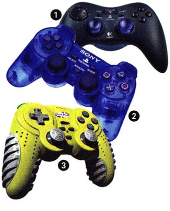
Blizzard, definitely. There are good sniping and hide positions, and it's totally serene and beautiful—until the shooting starts. Makes a nice contrast. Also, the game type for this map is Demolition, my personal favorite.

5 Have there been any surprises regarding the way people have been playing online? Any tactics you didn't plan for or feats you didn't think could be pulled off?

So far we haven't noticed anything too surprising, but *SOCOM* has been available to the public for only a short time at this point. One thing we noticed immediately is that people are catching on to the importance of team play very quickly and their accuracy is improving at the same time. We thought we'd have an easier time as the developers, but I think our advantage won't last too long.

(Questions answered by David Sears, creative director, Zipper Interactive)

Cool Pads



Let's face it: Games just aren't as fun without a good controller in your hands. With that in mind, here are a few of our recent favorite pads.

❶ **Logitech Cordless Controller.** At last! A cordless pad that won't do weird things, bug out, lag or cause problems. Although it was delayed, Logitech's new controller has definitely been worth the wait. It's a substantial, comfortable pad with solid-feeling and well-placed buttons. Four AA batteries will see you through 50 hours of play with the vibration function activated, or 100 with it switched off. The range is insane—you can still control the thing in another room. If you're looking to lose some wires from your gaming life, this is the best pad yet.

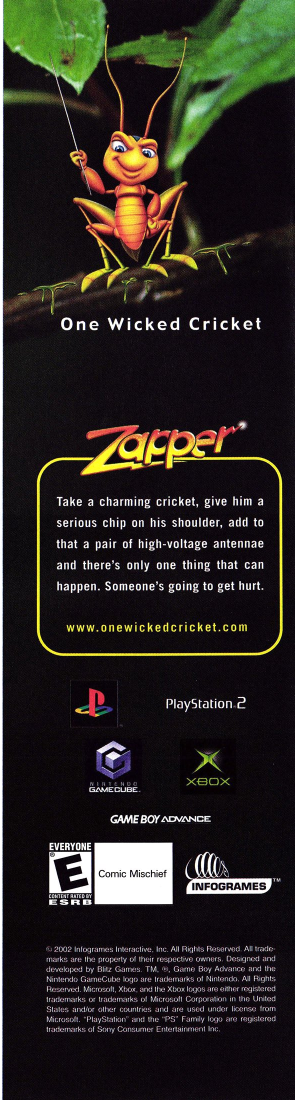
❷ **Colored Dual Shock 2s.** Sony recently launched a line of see-through pads tinted with different colors. Sure, they're still the same as the regular Dual Shock 2s, but now they just look so darn cool!

❸ **Nyko AirFlo Controller.** OK, this may sound like a gimmick at first, but it's actually quite cool (and refreshing) once you get your hands on it. For anyone who gets sweaty palms from heated gaming sessions, this is *the* controller for you.

BALL BRAWL

Dragon Ball Z finally hits PS2

For Dragon Ball Z fans, the wait's been utterly interminable—but finally Infogrames has leaked out some actual info about its upcoming PS2 game. Titled *Dragon Ball Z: Budokai* (which means "tournament," by the way), the game will be a brawler similar in style to SNK's fighting games. We're also told that it'll likely hit stores early next year, but there's a chance it might even make it out in time for the holidays. Keep an eye on these pages for even more DBZ news as we get closer to release!


One Wicked Cricket

Zapper

Take a charming cricket, give him a serious chip on his shoulder, add to that a pair of high-voltage antennae and there's only one thing that can happen. Someone's going to get hurt.

www.onewickedcricket.com

PlayStation 2

NINTENDO GAMECUBE

XBOX

GAME BOY ADVANCE

EVERYONE E CONTENT RATED BY ESRB

Comic Mischief

INFOGRAMES™

© 2002 Infogrames Interactive, Inc. All Rights Reserved. All trademarks are the property of their respective owners. Designed and developed by Blitz Games. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. All Rights Reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Consumer Entertainment Inc.

JET FUELED

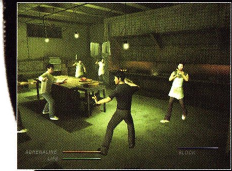
Martial arts superstud Jet Li stars in a new PS2 action game

He's already a huge sensation in Asia, and with recent stateside hits like *Kiss of the Dragon* now under his belt, Jet Li is one of the fastest-rising action stars in Hollywood. He's strong, he's sleek, and he knows how to kick some serious ass. Which is why when Jet recently came to Sony to see if he could star in his own PS2 game, things were immediately set into motion. In fact, you could say that a partnership between the two was destined to happen all along.

"When we began the concept stages for *Rise to Honor* more than three years ago, we knew we wanted it to be based on the style of a Hong Kong action movie," says Jim Wallace, associate director of Sony's Foster City Studio. "We had Jet Li posters all over the studio and were referencing his movies for everything we had planned in the game. We were thrilled when we found out that Jet was interested in collaborating on a PS2 project, knowing that his creative input on *Rise to Honor* would help us to truly realize our vision for this ambitious game."

One of Sony's goals is to provide a new level of realism for action-adventure games. At the Foster City Studio, that means embarking on a detailed process of motion-capturing all of Jet's signature highflying maneuvers. But Jet's not going it alone. To help design the action sequences, Jet has called on fight choreographer Cory Yeun, who's partnered with him on several films, including *The One* and *Lethal Weapon 4*. "Working with the Sony Foster City Studio team has been an exciting experience—very different than making a movie," Jet tells us. "The motion-capture system allows for extremely realistic movements and, in addition, we were able to use a lot of actions in the game that we can't normally put in a film." Jet will also lend his voice to the game.

Although *Rise to Honor* isn't due out until fall 2003, what we've seen so far looks exceedingly cool. Jet seems pretty confident that it'll turn out well. "The final game should provide you with a genuine feel for action," he says. "You can finally feel what it's like to be Jet Li."



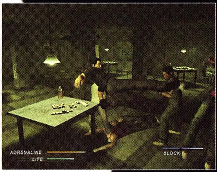
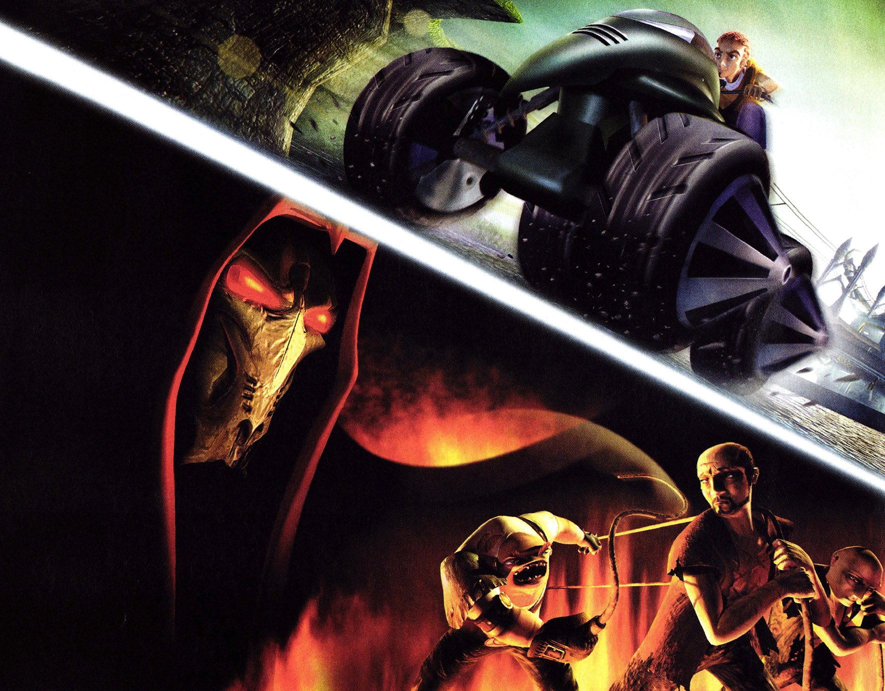
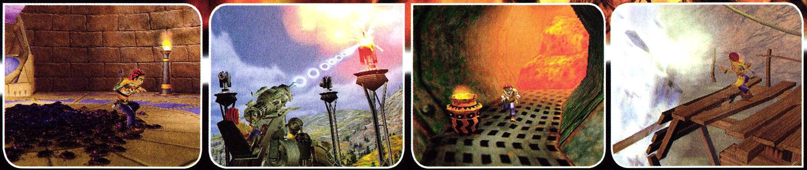


photo by Jean-Claude Dhien

IT BEGINS AS A DREAM...





FreeFormer™ engine moves seamlessly between racing, shooting, flying, gliding, boating and dog-fighting gameplay in a seemingly boundless universe!

Haven: Call of the King delivers an epic experience of multiple gameplay styles seamlessly blended together in a massive universe. You must fight to save your people from an ancient evil and draw upon everything you've ever learned to find the hero within and answer the call of the King to free your people from the tyranny of enslavement.

TEEN
T
CONTENT RATED BY ESRB
Mild Violence

Coming 2003
NINTENDO GAMECUBE. XBOX GAME BOY ADVANCE

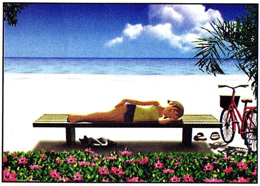
Fall 2002
PlayStation 2

Haven: Call of the King © 2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Haven: Call of the King is a trademark of Midway Home Entertainment Inc. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. MIDWAY and the Midway logo are trademarks of Midway Amusement Games, LLC. The ratings icon is a trademark of the Interactive Digital Software Association

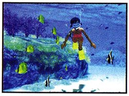
MIDWAY
...THEN IT GETS REAL.
HAVEN
CALL OF THE KING™
Traveller's Tales
HAVEN.MIDWAY.COM

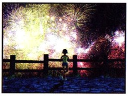
ONLY IN JAPAN

Rural Living–Tale of the Southern Island
Victor Interactive/Polygon Magic, PS2



A few months ago, we told you about a sleeper hit called *My Summer 2*, a touching little adventure about a young boy visiting his relatives and traipsing about on holiday by the seaside. Unfortunately for publisher Sony, Japanese developers do follow their Western counterparts in quickly copying the latest hits, so welcome to the first clone in the burgeoning, er, relative-visiting-vacation-sim genre. But developer Victor Interactive—of the *Make Your Dream Home* game, which we also featured a while back—has done things differently enough (much in the way *True Crime* is that crucial little bit different from *GTA3*) to merit our attention. The general premise is the same, with your character (this time a girl in junior high!) sent off to grandmother's house on an island in the Okinawa chain. The setting isn't a token choice; to Victor's credit, the game really does milk it for all its worth. You can drink Orion beer, for one—an actual Okinawan brew. But the most notable native feature is the fact that everyone speaks a proper indigenous dialect—and you can even be tested on your understanding of it. Of course, for most of you reading this, that means absolutely nothing (it's still gibberish, just slightly different), but it's nice to note Victor's eye for detail. The rest of the game follows *My Summer*'s lead, with various island-based activities available. You only have two weeks to partake in such fun minigames as swimming, cycling, and, er, sunbathing. Should you be interested in an Okinawan holiday, we recommend calling your nearest travel agent—this game isn't coming stateside anytime soon.





GAME WORLDS TO VACATION IN

LIBERTY CITY (*GTA3*): As long as you can handle yourself, why not? Sightseers can enjoy the slums, the red-light districts and the shipyards; shoppers can visit Ammu-Nation; and thrill-seekers can try to drive through Saint Mark's after killing Salvatore without suddenly exploding.

TRAVERSE TOWN (*Kingdom Hearts*): How can you resist a Disneyland-esque town populated with Disney characters, Final Fantasy stars and moogles?

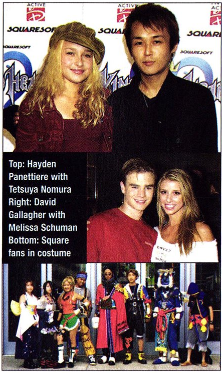
ICO: *Ico*'s castle setting was ridiculously beautiful—a definite tourist-puller...if not for the whole imprisoning of horned children and ghostly white princesses, of course. And the evil dark shadows. And the birds.

AL BHED (*FFX*): It may be a hot and sticky desert, but it's Rikku's homeland and thus the last known whereabouts of Gary Steinman.

HEARTS AFIRE

Kingdom Hearts makes a splash

It's only fitting that Disney and Square's colossal collaboration see a massive kickoff in the States. Square held two major launch events for *Kingdom Hearts*, drawing in both hardcore fans and Hollywood stars. The first was at San Francisco's Sony Metreon mall, where Square fans lined up around the block to get a first chance to play the game. Voice-actors David Gallagher (Riku) and Hayden Panettiere (Kairi) made special appearances, as did game director and character designer Tetsuya Nomura. Our sister pub *Electronic Gaming Monthly*'s James "Milkman" Mielke even popped in to do a DJ set. A few days later Square held a launch party in Los Angeles, drawing in some hot, young talent like Melissa Schuman of the pop group Dream, along with plenty of other up-and-coming teen stars.



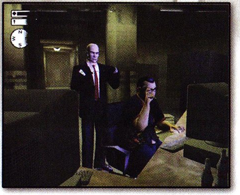
Top: Hayden Panettiere with Tetsuya Nomura
Right: David Gallagher with Melissa Schuman
Bottom: Square fans in costume

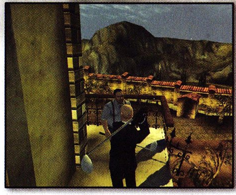
ON LINE

It's here. Sony's online invasion has finally struck, and from what we've seen so far, many of you seem to be spending most of your waking hours getting your asses blown off in *SOCOM*. But what comes next? What's over the online horizon? A whole damn lot. Here are 10 of the most intriguing online-gaming titles slated to arrive in the next year. There are no doubt a whole lot more coming (we have a feeling the next E3 is gonna have our heads spinning), but for now you can savor these tasty tidbits of online goodness.

	Title	The Game	Why Should I Care?	Possible Pitfalls
	ATV Offroad Fury 2 Sony CEA November 2002	Sony's underrated racer gets a facelift, a bunch of new tracks, and a smattering of minigames.	Discerning racing fans loved the original for its difficulty and its wide-open cross-country mode.	Support for only four players online seems a bit slim; we're still waiting to hear if we'll have A.I. opponents online.
	Auto Modellista Capcom December 2002	Don't let the cartoony, cel-shaded graphics fool you; this game is more *Gran Turismo* than *Ridge Racer*.	The lobby system allows you to chat with other racers and show off your own customized ride.	Only two players can race online at one time—and even then, what we've seen seems kind of choppy.
	EverQuest Online Adventures Sony Online Ent. Spring 2003	This is the PS2's answer to the PC's massively multiplayer online RPG phenom: faster and easier to play.	Surely you've heard of "EverCrack"? People have gotten *married* on *EverQuest*, fer chrissakes.	The PC version is no great beauty to look at, and it seems like the graphics aren't improving much on the PS2.
	Final Fantasy XI Square Spring 2003	Like *EQ*, it's an MMORPG, but this one's set in the Final Fantasy universe, moogles, chocobos and all.	Don't worry, Square *will* still make offline FFs—and they *will* work out the bugs before it hits here...	...trouble is, we're not sure when (dare we say "if"?) it's coming here. Check out Clish's column for more info.
	My Street Sony CEA December 2002	Here's a much more relaxed online experience: simple games like marbles, volleyball and R/C racing.	It looks like it'll be a nice way to relax after capping terrorists in *SOCOM*, and it's fine for all ages.	The simple games and the somewhat kiddie style may alienate those who don't like anything without blood in it.
	NBA 2K3 Sega Sports October 2002	Sega Sports' last offering easily wrested the first-place trophy from EA's grasp. Now it goes online.	Developer Visual Concepts knows online like few others, through its work on Dreamcast.	This year's *Live* is looking so much better than last year's that EA could snatch that trophy right back.
	NBA Live 2003 EA Sports October 2002	Competition has proven fruitful for EA; this year's edition appears to be on track for success.	It's b-ball online; unless you dallied in Dreamcast, this should be a rarity in and of itself.	Online play will be two-player only; you can't even bust out a multitap to flesh out the teams with human players.
	Resident Evil Online Capcom 2003	Blast away at the living dead with three other live teammates in a massive online Raccoon City.	Now it's not just you against an army of undead. You get to share the thrills and chills!	With so little info out there, we're having a hard time picturing how this'll work. Let's hope Capcom can pull it off.
	Star Wars Galaxies LucasArts 2003	Another MMORPG, this time from LucasArts. Will you be a humble moisture farmer or try to rule the Empire?	Duh. As if touring a galaxy far, far away weren't enough, you'll be able to pilot your own ship!	Rumors of delay of the PC version make *Galaxies'* PS2 release a bit of an uncertainty. But it'll come sooner or later.
	Tony Hawk's Pro Skater 4 Activision November 2002	Though the online mode in *Tony 3* seemed a bit of an afterthought, it should play a much bigger role here.	There's a mode where you can just skate around and slap people. Who doesn't love a slappin'?	Those shut-ins who do nothing but build elaborate combos that last an entire match will kick your ass with ease.

Death is my business
and business is good.





HITMAN 2
SILENT ASSASSIN

OUT NOW

MATURE
M
CONTENT RATED BY ESRB
Blood
Strong Sexual Content
Violence

XBOX

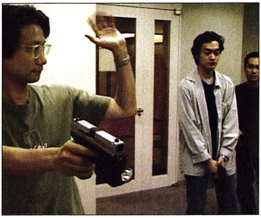
PC
CD

PlayStation®2

®

hitman2.com

©2002 IO Interactive. Hitman 2: Silent Assassin is a trademark of Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. All rights reserved. IO Interactive and the IO Interactive logo are trademarks of IO Interactive. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association.



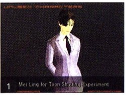
Pure Solid Fun

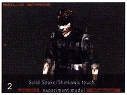
We dig into every nook and cranny of Konami's The Document of Metal Gear Solid 2 DVD

For those of you who haven't been keeping up with our coverage of Konami's *The Document of Metal Gear Solid 2*, here's a quick recap: It's basically the ultimate collector's item for any *MGS2* fan. Coming on a DVD that's only playable on your PS2, the disc has loads of goodies that should make any MGS fan go wild—stuff like behind-the-scenes "making of" photos and videos, storyboard illustrations, timelines and interactive bits, such as in-game 3D characters and environments that can be manipulated on the fly. The disc also contains a five-level demo of the VR missions that we'll see later on in *MGS: Substance*.

We recently got our hands on a final version of the DVD and have been fully exploring its depths. The interactive modes are definitely fun to toy around with (yes, changing Snake's hair color amuses some of us)—but what's most interesting on the disc was just reading back on how the whole project took form over the years and checking out all the behind-the-scenes snapshots and movies. Even the technical aspects of the game are quite interesting, such as how the A.I. works and how Konami is able to pull off those incredible visuals—budding developers are going to eat this stuff up. The VR missions add yet another nifty extra for fans who've been aching for more *MGS2* gameplay; they're diverse and actually somewhat lengthy.

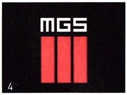
Bottom line: At a mere $20, and packed with tons interesting items, the DVD is easily worth the cash. If you're a big *MGS2* fan, don't hesitate to pick it up. It should be available in stores by the time you read this.


1


2

3

So, you see things in this order.


4

1. At one point the MGS team toyed with the idea of making the characters "toon shaded." 2. They also attempted characters that would match Yoji Shinkawa's original artwork. 3. The MGS team getting military instruction. 4. MGS2 was originally called MGSIII. Why? You tell us. No, seriously, please tell us—Konami won't say.

Clish MacLaver's

GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

The run up to the holiday season is always full of juicy gossip. There are some big stories this month, both exciting and somewhat troubling (see the item on *Final Fantasy XI*). For more up-to-date info, check our Web site, www.gamers.com, regularly for more goodies.

BUFFY SLAYS THE PS2

My pals at Eurocom (the guys working on the *Harry Potter* and *Bond* games for EA) are working on a Buffy game for EA based on the third season of the show. It's actually been in development for about 18 months now and the project is said to be totally "top secret." Expect a third-person game with an emphasis on puzzle-solving but not stupid "pull the lever and get the key" type stuff—they assure me that they've put a lot of thought into the way the puzzles are structured.

> **"Rumors are circulating that we may even end up seeing XII before XI makes it!"**

ICO SLUMS IT PSone STYLE

Sounds odd, but rumors of a PSone version of Sony's beautiful game keep on surfacing, making me think that the whole idea could actually be quite plausible. The original game was apparently in development for PSone before it was switched over to the PS2, so perhaps the team has gone back and finished the original project? As I dig around to try to find more info on *Ico 2*, I'll see what I can scrounge up on this for you, too.

GEX IS NO MORE

A while ago I heard that Crystal Dynamics was working on a PS2 update to its once-popular Gex franchise. I received word this month that the project has been cancelled now in favor of a new action/platformer. Some of you will likely be disappointed by this, but those of you who had a problem with the repetitive wise-ass humor will probably be quite pleased.

ONIMUSHA IS A TRILOGY

If you check out the interview with the producer of *Onimusha 2* in the official strategy guide, you'll notice the following tidbit: *Onimusha 3* is the final game in the series.

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_maclaver@ziffdavis.com

Look out for me on AIM, too—my buddy name is OPMClish.

FINAL FANTASY XI NOT COMING TO U.S.?

Word is that there are problems afoot with *Final Fantasy XI*'s release date here in the States. Whereas Square is a huge company in Japan, it's U.S. presence is still comparatively small—small enough, in fact, that it may not be able to shoulder the burden of hosting a massively multiplayer online RPG. So what's going to happen? The most likely outcome is that Square will attempt to partner with someone who can absorb something of this scale. If you're at all interested in who I think might join forces with Square, I'd have to say that it'll probably be either EA or Sony. These may be the only players with enough clout to really make things happen here in the U.S., so if they don't step up to help, there's always the possibility that, *gulp, FFXI* may not be released here at all.

While all this is being sorted out, development on *FFXII* is continuing, and rumors are circulating already that we may even end up seeing *XII* before *XI* makes it! That would be a little weird. Also, the oft-rumored *Final Fantasy X* side-stories (commonly referred to simply as *Rikku* and *Yuna*) are pretty much assured for U.S. release. As long as nothing untoward occurs, we'll no doubt find out what happened to Tidus sometime next year! Hopefully C.Bake will have some screens to show you in previews soon!

BITS AND BOBS

Make sure to keep sending emails to Square about releasing *FFI* and *II* in the U.S! Apparently they've been getting lots of emails, and with enough interest they may actually release the things. • Capcom's already working on a *Gun Survivor 4* for the PS2 (No. 3 was released as *Dino Stalker*). It should be out in Japan next spring. • Sony's working on a new *Ghost in the Shell* game. Remember that? It was on the cover of *OPM*'s first issue! This one's based on the new animated TV show that has proved to be a big hit in Japan. • Namco's doing *MotoGP3* for PS2. • *Dynasty Warriors 4* is in the works and Koei is looking to release it in the U.S. next spring. Each episode apparently attracts more and more new fans to the series. You should definitely try No. 3 if you haven't looked at any of them yet.

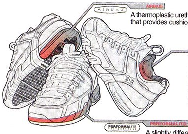
TO SEE A VIDEO CLIP OF DAVE PULLING THIS TIRE TAP AND TO SIGN UP FOR A CHANCE TO WIN A FREE PAIR OF DC SHOES, GO TO: www.dcshoes.com/videos

TO SEE THE LATEST NEWS, TEAM INFORMATION AND PRODUCT, VISIT OUR WEB SITE AT
WWW.DCSHOECOUSA.COM

BLABAC PHOTO.

DC®
DCSHOECOUSA

INTRODUCING DAVE MIRRA'S NEW SIGNATURE SHOE, THE RATIO. TAKING BMX FOOTWEAR TO THE NEXT LEVEL.



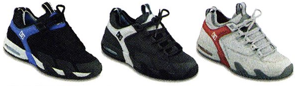
AIRBAG:
A thermoplastic urethane bag injected with air that provides cushioning.

SOCK LINER:

DC INTRODUCES THE FIRST SOCKLINER EVER BUILT IN A BMX SHOE.

Designed for supreme stability and foot support, **DC**'s stretchable inner sock is made from breathable mesh, and has a built-in elastic band for the ultimate in control.

PERFORMALITE:
A slightly different composition of polyurethane, Performalite™ is softer and much lighter than regular polyurethane.



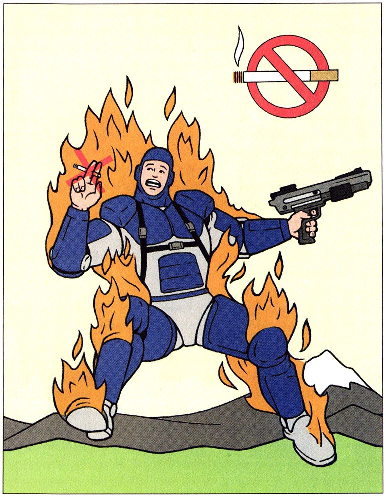
(BLACK/B.ROYAL) (CHARCOAL/C.BLUE) (LT.GREY/DK.RED)

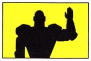
– Mirra

JETPACK 3941

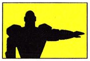
FOR YOUR SAFETY

TRIBES™ AERIAL ASSAULT

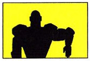




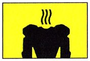
RIGHT TURN



LEFT TURN

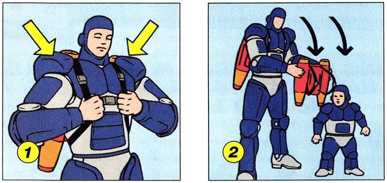


STOP

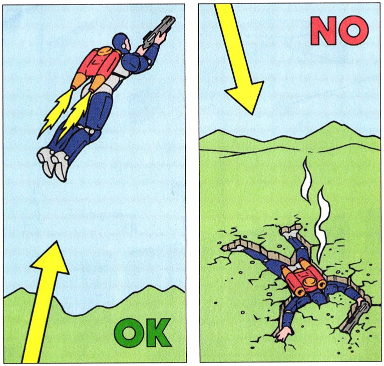


RESTART

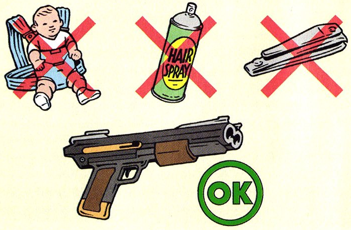
AFFIX OWN JETPACK BEFORE ASSISTING OTHERS



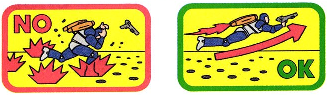
JETPACK CONTROL



JETPACK CARRY-ONS



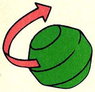
MINEFIELD AVOIDANCE



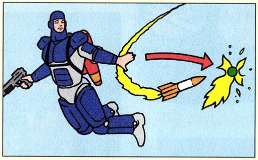
© 2002 Sierra Entertainment, Inc. All rights reserved. Sierra, the Sierra logo, Tribes, and the Tribes logo are trademarks of Sierra Entertainment, Inc.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

PLEASE DO NOT REMOVE THIS FOLDER FROM JETPACK

IN CASE OF MISSILE LOCK THROW:

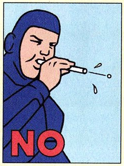


FLARE GRENADE



DO NOT THROW:

SHOE

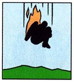


SPITBALL

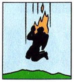
TANTRUM

FALLING TO YOUR DEATH

FUTILE FLAPPING

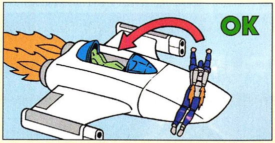


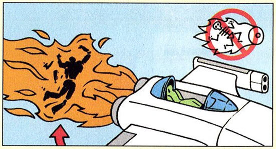
CANNONBALL

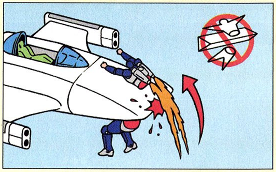


PRAYER

ENTERING TRANSPORT







OUT OF AMMO

① READY

② LEAN

③ BEND

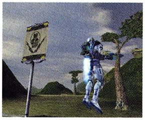
④ KISS ASS GOODBYE

ATTENTION: IF YOU CANNOT PERFORM THESE FUNCTIONS, PROCEED DIRECTLY TO TRIBES.SIERRA.COM FOR A TRIBES VIDEO FEATURING "DOWNFALL."

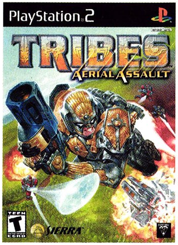
- DON'T FLY ALONE. PLAY WITH UP TO 16 PEOPLE OVER MODEM OR BROADBAND USING SONY'S NETWORK ADAPTER. SHARE THE PAIN.
- JETPACKS LET YOU TAKE THE CARNAGE AIRBORNE. THE FORECAST CALLS FOR RAIN—OF BLOOD.
- CATCH BIG AIR—AND CATCH THEM UNAWARE—WITH EXTREME SKIING, JETPACK-STYLE.
- CAN'T GET IT UP WITH YOUR JETPACK? JUMP IN A FIGHTER, BOMBER, ARMED TRANSPORT OR GRAVBIKE.

TEEN T CONTENT RATED BY ESRB Violence

SIERRA™



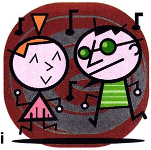
PlayStation®2



Exclusively for the PlayStation®2 computer entertainment system.

SOUND STATION

By John Scalzi



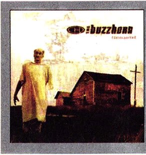
This month's hard-rocking (and mopey as hell, mostly) lineup comes to you courtesy of Need for Speed: Hot Pursuit 2, and EA's new EA Trax label.

bush
GOLDEN STATE

Bush: *Golden State*

On one hand: Bush has a history of sounding like better bands, and for the last couple of albums, that band has been Radiohead, circa *The Bends.* Gavin Rossdale, bless his pretty little heart, isn't so good with those abstract conceptualized lyrics, which come out more Simon LeBon than Thom York. On the other hand, the rest of Bush seems to remember its job is to churn out jagged-but-hook-filled slabs of rock, and they drag Rossdale back to the land of tuneful. End result: *Golden State* is the triumph of musical competence over musical ambition.

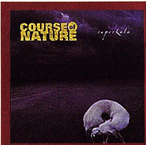
Final Score ●●●◐



The Buzzhorn: *Disconnected*

Maybe after the new rock bands like the Hives and Vines stomp the likes of Britney and N*Sync, they might take a pipe to the whole group of miserable mopers that have been passing themselves off as rock artists for the last few years. This would be a good thing for us all. Buzzhorn is grinding and depressed and with the possible exception of "Holy Man," which is clearly Buzzhorn's "Stairway to Heaven," there's nothing here I haven't heard dozens of times before or would want to listen to more than once. I'm ready for this musical era to get flushed.

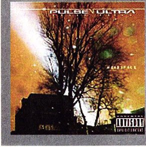
Final Score ●●



Course of Nature: *Superkala*

More of the mopey stuff, but Course of Nature seem to have upped the classic '80s metal portion of their guitar DNA to a high enough level that by comparison they occasionally sound a bit more fresh than some of their contemporaries. Emphasis on "occasionally": Songs like "Gain" and "Someone Else to You" still seem like they were constructed out of Legos made of Alice in Chains, Staind, and POD, clopped on top of each other with a moderate level of skill, although with no real enthusiasm. But a stale sort of freshness is better than none at all.

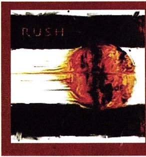
Final Score ●●◐



Pulse Ultra: *Headspace*

Holy Kurt Cobain on a jittery jumping bean—was an entire generation of musicians crammed like veal into wooden crates during their emotionally formative years? Yet more grind and whine rock—a few nice jumpy drumbeats and a guitar licks, and I like "Never the Culprit," but enough already. Honestly, you could put the Pulse Ultra, Buzzhorn, and Course of Nature albums on a CD changer, hit "random" and not know one from the others. Someone please fire the A&R people at Atlantic and get some people who think it's okay to be happy once and a while.

Final Score ●●◐



Rush: *Vapor Trails*

Now, here's a band with something to actually feel bad about—drummer and lyricist Neil Peart lost his wife and daughter within the same year—but *Vapor Trails* goes through its paces with an admirable sense of energy and even optimism. The album's title track glancingly essays the transitory nature of life, and follows it up with the thumping "Secret Touch" that admits that "There is never love without pain," but also "Life is the power the remains." Rush fans will be thrilled—dude, it's Rush!—but I'm personally enjoying it for its near-defiant sense of vitality.

Final Score ●●●◐

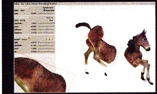
John Scalzi remembers listening to Rush's "Tom Sawyer" while playing the Tempest *arcade game. And dude, he totally had the high score on the machine! Visit his www.indiecrit.com site for reviews of the hottest indie bands in the history of the world. How can you not go?*

Official U.S. PlayStation Magazine · Xbox Nation · Electronic Gaming Monthly · GameNow · Computer Gaming World
GAMERS.COM
ZIFF DAVIS MEDIA
GxMedia
gamefixx.com
PlayStation 2 · Xbox · GameCube · Game Boy Advance · PC
search:
Go!
Sign up now to review your own games and more.
Join Gamers | Log In
FOOTBALL ROUNDUP
GET READY FOR THE 2002 SEASON!
Madden NFL 2003 (PS2)
NFL Fever 2003 (Xbox)
NFL 2K3 (PS2)
NCAA Football 2003 (PS2)

Bookmarks

www.gamers.com
It's not just console games. Heck, it's not even just video games. It's a carefully crafted meta-site packed full of news, previews, reviews and creamy nougat. Stay for a night or stay forever.

www.futurehorizons.net
This month we have a couple of themes permeating Bookmarks. One appears to be "The Future Is Now—Or Nearly So." Here's a good jumping-off point to explore all those technologies you always thought were only science fiction—including a hoverboard a la *Back to the Future II.*



www.lecielestbleu.com
And here's the other theme: Flash and Shockwave, and what it can do for you. (More specifically, how it can wile away those long hours at the office or the computer lab.) LCEB is an absolutely extraordinary site which appears to focus on logarithmic animation. The puppetry tool you see here is pretty hardcore, but there are also tons of wacky games and time wasters. Don't miss the Eye ("Oeil") section. Creepy!

joysticknation.com/mixer
This site seems a bit old, so we're not really sure if they're still making this. But if they are, we want one: It's basically an isolation booth for gaming. For $75k you too can own your own private retreat, complete with surround sound and PS2. The question is, where the are you going to *hang* the thing? Especially considering it has room for two. Wink, wink.

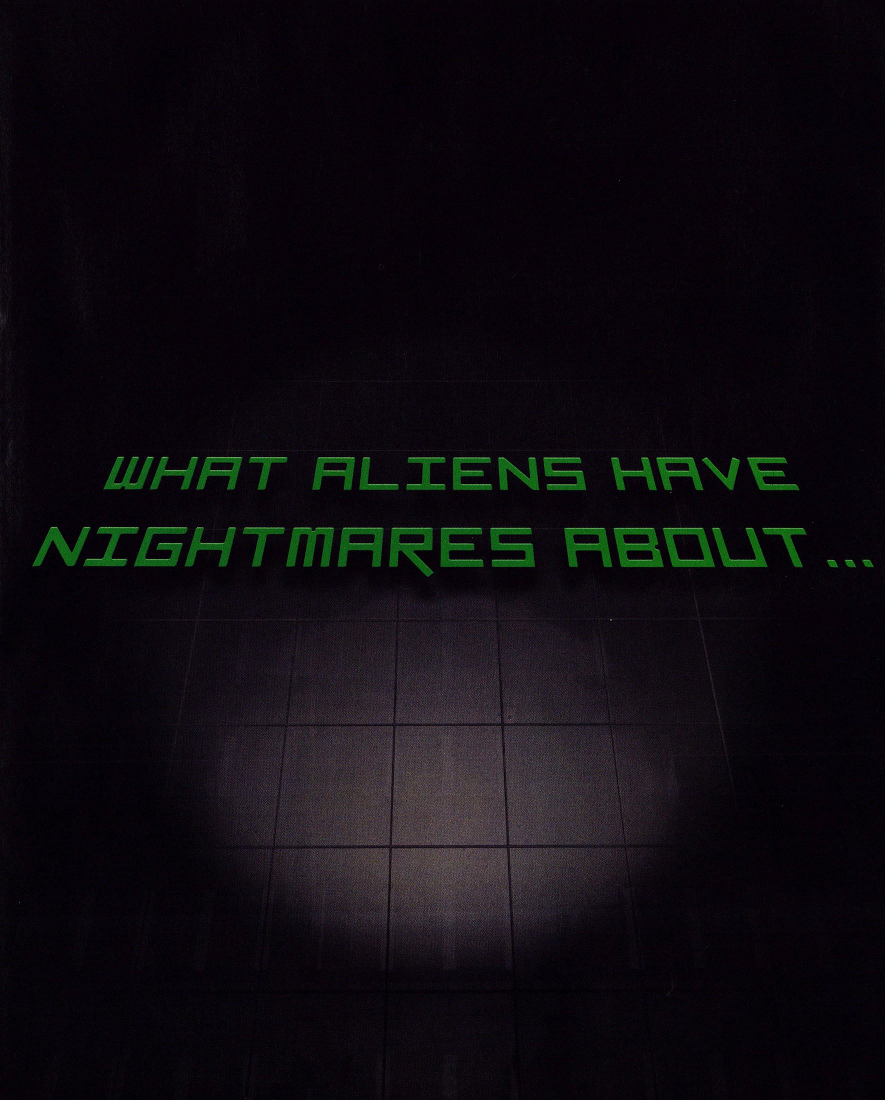
www.solotrek.com
Have we mentioned that The Future Is Now—Or Nearly So? We did? Well, we'll mention it again, for all of you who've ever wanted your own personal jetpack.

customviewmaster.com
You can have your own images put into a ViewMaster reel! Who needs PowerPoint presentations?

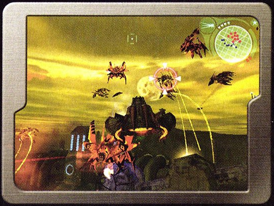
www.vectorlounge.com
Buried in this site is another bizarre Shockwave puppetry device—this one with human skeletons as the puppets. Not terribly functional, but when you grab a handle and drag the poor sap across the screen, allowing him to bounce back to center, it's perversely entertaining.

www.hubblesite.org
OK, so maybe Hubble wasn't so great back in the day. When NASA sent the thing up, it turned out to be ridiculously nearsighted. But after a particularly large set of bifocals, the Hubble Space Telescope is running at optimum efficiency. Check out the results of its deep-space investigations at this site. You can even get way-cool wallpaper for your PC.

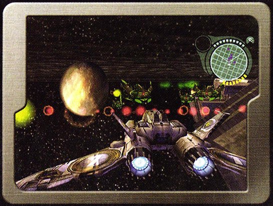
www.habbohotel.com
We're starting to think Shockwave is going to become the gaming medium of the future. Even though Habbo isn't a game, *per se*—more of an online lounge environment. But it sure as heck beats AIM chatrooms for meeting people. At least there's a semblance of social behavior here...



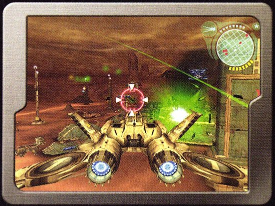
WHAT ALIENS HAVE NIGHTMARES ABOUT ...

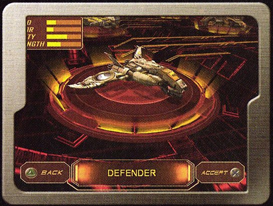


screenshots from PlayStation®2 computer entertainment system



screenshots from Xbox™ video game system





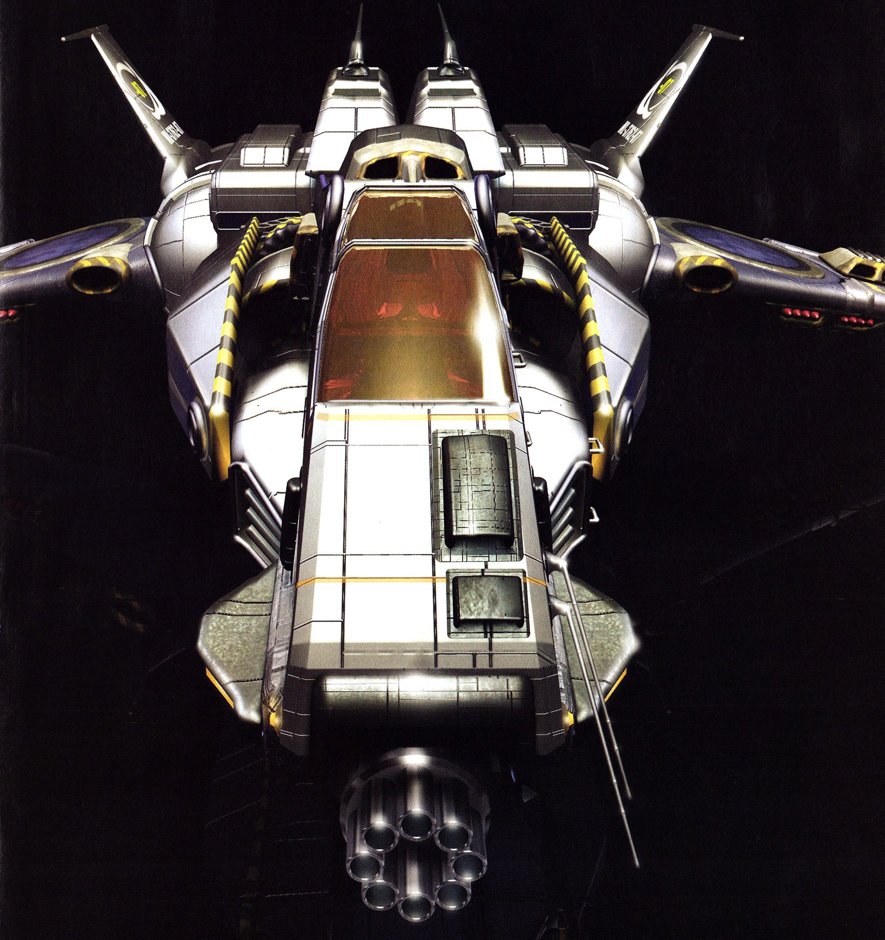
DEFENDER

SAVING THE HUMAN RACE®

Game preview at www.defender.midway.com

Defender © 2002 Midway Amusement Games, LLC. All Rights Reserved. DEFENDER, MIDWAY and the Midway logos are registered trademarks of Midway Amusement Games, LLC. Used by permission. Developed by California Seven Studios, Inc. Distributed under license by Midway Home Entertainment Inc. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

MIDWAY



PlayStation®

PlayStation®2

XBOX

NINTENDO GAMECUBE

GAME BOY ADVANCE

TEEN

T

CONTENT RATED BY ESRB

Violence

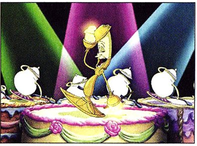
DVD REVIEWS

by John Scalzi

BEAUTY & THE BEAST: PLATINUM SE

(Robby Benson, Jerry Orbach)

This is, hands-down, the best animated film of the last 40 years, and any of you *Princess Mononoke* fans who dare to disagree know which part of my anatomy you can pucker up to. It was significant in itself—great story and pacing, wonderful music, and production quality that signaled the return to the sort of lush, cinematic animation that the medium had not seen since the days of *Sleeping Beauty*—and it was also significant in that it was the first animated film to to be nominated for a Best Picture Oscar. In short, the film put animation back on the map. This two-disc DVD offers the film in three versions: The original release, a special edition that includes new animation and an additional song, and a "work-in-progress" that Disney originally presented at the New York Film Festival. This, plus commentary, games and a second DVD stuffed with making-of features that animation geeks will salivate over.



Movie Score ●●●●●
DVD Extras Score ●●●●●

THE BROTHERHOOD OF THE WOLF

(Monica Bellucci, Samuel Le Bihan)

A very silly film that jams together the French aristocracy, werewolves and Hong Kong-style action scenes—but, you know, why not jam away just to see what happens? It probably won't be necessary to do it again, but in the grand scheme of Things That Only Get Done Once, this is kind of cool. And if you work on the premise that everyone on the flick was suffering from oxygen deprivation while making it, it even makes a twisted bit of sense. Oh, and it's in French. You decide if turning on the subtitles makes it better or not. Extras: Deleted scenes.

Movie Score ●●●
DVD Extras Score ●◖

E.T. 20TH ANNIVERSARY EDITION

(Henry Thomas, Drew Barrymore)

It's a masterwork, there's no denying it, but one of monumentally manipulative proportions—as you get older you become aware just how deftly Spielberg was yanking on heartstrings. This version is the 2002 theatrical update, which adds a few scenes and digitally removes guns from the film, but this is minor cosmetic work. The film is still intact in all its glory, and you'll probably fall for it all, all over again. I did. DVD extras do not feature commentary from Spielberg, which is unforgivable, but offers a cast reunion feature, production information and games for the kids.

Movie Score ●●●●●
DVD Extras Score ●●●◖

HIGH NOON: 50TH ANNIVERSARY EDITION

(Gary Cooper, Grace Kelly)

This isn't just a Western; many film buffs see it as a metaphor for the cowardice showed by the film industry during the McCarthy hearings and the Hollywood "blacklist" (the film's screenwriter was one of those blacklisted, in fact). Gary Cooper is the sheriff whose arch enemy is a-comin' to shoot him down and who can't get any of the townsfolk to help him out; Grace Kelly is his bride who has to decide between her pacifist beliefs and standing by her man. The DVD features a commentary track with relatives of the filmmakers, a Leonard Maltin piece and a never-before-seen documentary.

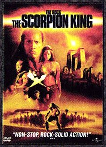
Movie Score ●●●●●
DVD Extras Score ●●●◖

INSOMNIA: SE

(Al Pacino, Robin Williams)

Al Pacino is a cop whose life is imploding; Robin Williams is the murderer he's trying to catch. When the two meet in Alaska, it doesn't go the way either of them expect. Telling any more would ruin the fun of this film—directed by Chris Nolan, the guy who put together *Memento*, so you know that you're going to have more than a few twists and turns along the way. Just enjoy the ride, and the performances by Pacino, Williams and co-star Hillary Swank. Swank and Nolan show up on commentary tracks, and Nolan conducts an interview with Pacino for the DVD extras. There are also deleted scenes, production material and a documentary on insomnia (the actual ailment).

Movie Score ●●●●
DVD Extras Score ●●●◖



STARRING:
The Rock,
Kelly Hu

THE SCORPION KING: SE

A surprisingly genial cheesefest that never quite explains what a Samoan dude (Rock), a Chinese babe (Hu) and a British bad guy (Steven Brand) are doing prancing about the Fertile Crescent 5,000 years ago. Hey, you want archeology, go watch them Indiana Jones flicks! The Rock acquits himself pretty well—he's a better actor in this than Ah-nold was in the first Conan film—and everybody else involved understands the concept that too much thinking would just spoil the fun. Turn your brain down to "simmer" and enjoy. The Rock offers commentary, and there's also an extended version of the film on the disc, along with the usual making-of bits, and a preview of The Rock's next flick, *Hamlet*. I kid! I kid! It's actually called *Helldorado*. Hey, they both start with "H."

Movie Score ●●●◖
DVD Extras Score ●●●

UPCOMING DVD RELEASES

Oct. 1, 2002
The Road Warrior
The Scorpion King
Stephen King's Cat's Eye
Jason Goes to Hell
Jason X
Saturday Night Fever
Stephen King's It
Urban Cowboy

Oct. 8, 2002
Beauty and the Beast
Enough

Oct. 15, 2002
Insomnia
Law & Order: Season 1
Windtalkers

Oct. 22, 2002
E.T.
Mr. Deeds

Oct. 29, 2002
Baretta: Season 1
The Best of Baretta
Eight Legged Freaks
Malcolm in the Middle: Season 1
The Santa Clause
The Sum of All Fears

JAMES BOND COLLECTION #1

(Sean Connery, Pierce Brosnan)

This collection features seven of the Bond films, featuring the good (*Goldfinger*), the bad (*Licence to Kill*) and the cheesy (*The Spy Who Loved Me*). Each of these DVDs comes with various extras, usually including director commentary and some making-of features. Each of the DVDs in this boxed set is also available individually, but I can't imagine that the sort of person who buys one Bond film isn't going to buy all the rest, so you might as well get the whole darn set and settle down for a Bond marathon with your vodka martinis—shaken, not stirred.

Movie Score ●●●◖
DVD Extras Score ●●●

JASON X: SE

(Kane Hodder, Lexa Doig)

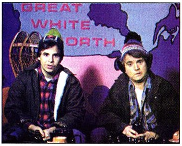
Jason's in the 25th Century, hacking and slashing his way through teens as if to atone for the fact that his previous attempts to cull the young and stupid from the gene pool had failed, since the teens of the future are still doing all the stupid things that got their predecessors killed hundreds of years before. The movie is complete and utter crap, but there is one truly excellent reason to get the DVD: It comes with a "jump-to-a-death" menu feature (choose "Random Kill" or "Kill All") which lets you dispense with all the pointless exposition (such as it is) and go right to the culling. Now, that's what DVDs are for!

Movie Score ●
DVD Extras Score ●●●

STRANGE BREW

(Rick Moranis, Dave Thomas)

Leave it to a couple of Canadians to do a drug comedy where the drug is beer. This film is an artifact of a (very) brief moment in which it was cool to wear a toque and say "eh?" south of the 54th parallel. *Strange Brew* shows why it didn't last: Two dumpy white guys act like a drunken Cheech & Chong and try to save the world from mind-controlling beer. It's amusing, in a cult-humor sort of way, but better when you're full of Molsen, Tim Horton crullers and about six pounds of back bacon. The movie also comes with "Great White North" skits from *SCTV*, which are pretty funny, no matter your sobriety.



Movie Score ●●◖
DVD Extras Score ●●◖

WINDTALKERS

(Nicolas Cage, Adam Beach)

Sooner or later, John Woo's whacked out blend of action and melodrama was going to catch up to him, and this is where it happened. Fans of Woo-flavored action have no beef here: The bullets fly like insects and people (mostly the Japanese, because this is a WWII flick) die in droves. It's the usual bloody Woo ballet. But then there's the story line—about a white officer (Cage) assigned to protect a Navajo code-talker (Beach)—and that's more mush than most people were willing to put up with. Still, if it's action you want, this is veritable buffet of bullets. Dig in. No DVD extras.

Movie Score ●●●
DVD Extras Score N/A

photo by Henry Diltz

I'm Never Gonna Dance Again

IN STEP WITH THE '80S: *FOOTLOOSE* AND *FLASHDANCE*

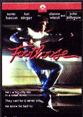
***Footloose* and *Flashdance* are hitting the DVD shelves this month, and for those of us of a certain age, watching either one is like cracking open the high school yearbook and wishing that someone could have come from the future to warn us that leg warmers and Members Only jackets were a bad way to go. Although they were big hits in their day, neither of these films has aged well—"dorky" is probably the best way to describe them both.**

Mind you, *Footloose* was never actually cool, merely popular—not unlike a Rubik's Cube. Even at the time, the music from the film caused even moderately musically hip teens severe pain: There's only so much delusion that would allow one to think Kenny Loggins was speaking to the youth of the '80s. But *Footloose*'s entire secret was that it was a '50s movie in '80s time, with a fresh-scrubbed young rebel (Kevin Bacon) who just wanted to dance and listen to rock and roll, but moved to a town where the constitutional right for free expression was overruled by John Lithgow. In that context—the context that understood that 30 years earlier, Pat Boone would have been in the Kevin Bacon role—Kenny Loggins no doubt seemed fresh and hip. But outside of the girls who had a thing for Kevin Bacon (hey, it happened, once) and the guys who were going out with them, this one was an eye-roller then, and more so now.

Not so with *Flashdance*, which some believed to actually be steamy and hip, although much of that had to do with the scene where Jennifer Beals' body (or more accurately, the body of her dance double, Marine Jahan) was liberally doused from a bucket of water. *Flashdance*'s story was even more tissue-thin than *Footloose*'s (Beals was a Pittsburgh welder by day, exotic dancer by night, and dreamed of going to classical dance school) and to be honest, it's more notable as the launching pad of director Adrian Lyne (*Fatal Attraction, Indecent Proposal*), writer Joe Eszterhas (*Basic Instinct, Showgirls*) and producers Jerry Bruckheimer and Don Simpson (too many bad, loud action films to count) than it is for its own qualities. These guys took the elements of that made *Flashdance* "work"—gauzy eroticism, catchy but bad music, slimmed-down plotting—and made entire careers out of them. *Flashdance* is merely a proof-of-concept for the formula.

Neither *Footloose* nor *Flashdance* comes with DVD extras. Gag me with a spoon.

***Footloose*: ●●●◖**
***Flashdance*: ●●●◖**



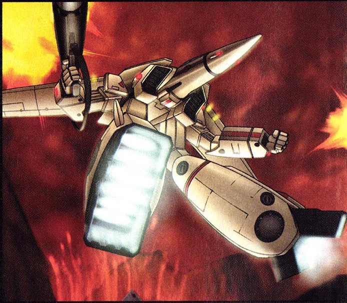
Footloose
Street Date: 10/8/2002
MSRP $24.99

flashdance

Flashdance
Street Date: 10/8/2002
MSRP $24.99

TO SURVIVE, YOU MUST
CHANGE INTO A WARRIOR.

TO SAVE HUMANKIND, YOU
MUST CHANGE INTO A HERO.



ROBOTECH®
BATTLECRY™

www.robotechgame.com

TDK
mediactive

Harmony
GOLD™

Vicious
Cycle

© 1985-2002, Harmony Gold USA, Inc. All Rights Reserved. ROBOTECH and associated names, logos and all related indicia are trademarks of Harmony Gold USA, Inc. All Rights Reserved. Videogame © 2002 TDK Mediactive, Inc. All Rights Reserved. PUBLISHED AND DISTRIBUTED BY TDK MEDIACTIVE, INC. Developed by Vicious Cycle Software, Inc. Some elements © 2002 Vicious Cycle Software, Inc.Licensed by Nintendo. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

CHANGE OR DIE.
VF

Xbox™ video game system screenshots shown.

AVAILABLE FALL 2002

ALSO AVAILABLE: ROBOTECH™: THE MACROSS SAGA™ FOR GAME BOY® ADVANCE.

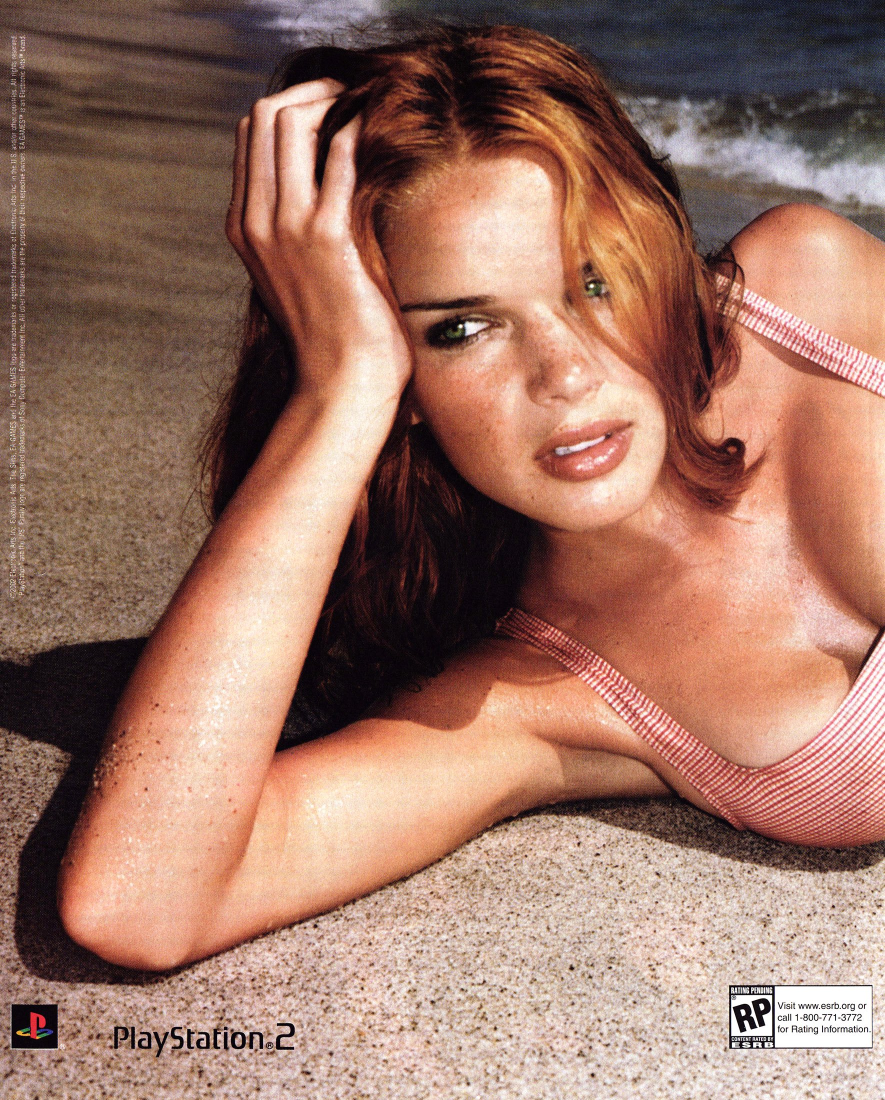
TEEN
T
CONTENT RATED BY
ESRB

Violence

NINTENDO GAMECUBE

XBOX

PlayStation 2


PlayStation®2
RATING PENDING
RP
CONTENT RATED BY
ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

©2002 Electronic Arts Inc. Electronic Arts, The Sims, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved.
PlayStation® and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

Surviving an alien assault. Easy.
Getting this woman into a hot tub.
Not so easy.
R2
R2
The Sims™
EA GAMES
eagames.com
NOW ON PLAYSTATION®2

Especially if you're living with Mom… It's time to spread your wings as a Sim on your Sony PlayStation®2 Computer Entertainment System. You'll need to find a job and a new place to live, so why not make it a bachelor pad and find your soul mate while you're at it? Arm yourself with the arsenal you'll need to succeed: a strip poker table, a nice stereo, and if you make it to level five, the all-powerful "Love Tub." Play head-to-head or solo, and get yourself a life with The Sims™ on your PlayStation®2. TheSims.com

TV SHOW NEWS

THE DEAD ZONE RETURNS
Nicole deBoer, co-star of *The Dead Zone*, recently spoke about the show's season-one finale as well as the course of things to come in season two. And, yes, the show has definitely been picked-up for a second year.

The lovely Ms. deBoer (whom you probably enjoyed in *DS9*, too) said that this season's finale will take aspects from the original Stephen King story and will continue them as a major plot thread next year.

"They introduce the character of Greg Stillson in the last episode of the first season," she said in a recent interview. "He's the politician who ends up being the evil guy in the book, who's basically Johnny's nemesis, and they met back when they were children. Sean Patrick Flanery [who played Indiana Jones in *Adventures of Young Indiana Jones*] plays him, and he's really, really good. So they're just starting to introduce that now."

24, ERM...2
Although things are extremely quiet on the subject in the Fox camp, it now seems confirmed that the second "day" of *24* will take place a year after the events of the first season. Elisha Cuthbert (who plays Jack's daughter Kim) said in a recent interview her character Kim has "made a big leap from 17-year-old to an 18-year-old." We're not geniuses at math, but if what she says is true, the timing of the new show seems fairly obvious.

NOT JUST VIDEO GAMES!
It's not just games that get the conservatives fired up. *Buffy The Vampire Slayer* is "the most immoral show on TV," according to right-wing group Parents Television Council (www.parentstv.org). The reactionary pressure group claims that last year *Buffy* "became more graphic in its depictions of violence and sex." (Which was exactly what *we* liked about it!) The organization also criticized *Friends* for its apparently obscene "depiction of promiscuous lifestyles," and *Will and Grace* was slammed for its depiction of a gay man and his straight female best friend.

MEDIA MIX

BLADE III TO FEATURE OTHER MARVEL CHARACTERS
David Goyer, writer of the *Blade III* story, told *Comics2Film* that Marvel Comics likes his initial story concept; "if things work out as planned, we may see a couple of other somewhat obscure Marvel characters making an appearance in the film," he added. Goyer also said that German director Oliver Hirschbiegel (whom you've probably never heard of...we certainly haven't—and we still don't know who he is even after looking him up on *IMDB*) was being considered to helm the third installment of the vampire franchise. "I met with Oliver, liked his work, and we discussed the film a bit," Goyer said. "But it's no more than that at the moment."

WANT MORE OF TNT'S WITCHBLADE?
Sign the petition for a third Witchblade season at www.petitiononline.com/Legion11/petition.html

ALIAS SEASON 2

Hopefully you remembered to TiVo the season premiere of *Alias* on Sept. 29, but in case you didn't, Sydney's mother is back and played by veteran actress (and spooky Jennifer Garner look-alike) Lena Olin. After the spectacular confrontation in the first episode, what can we expect in the coming weeks?

Victor Garber, who plays Sydney's father, Jack Bristow, said that the appearance of Olin's character would profoundly change the show's dynamic. "It's thrown Jack for a loop, and he's not used to being out of control," Garber said in an interview. "And I think he's much more fragile and vulnerable this season than we've seen him be, and so it's very complicated what's going on for him." In particular, Olin's appearance affects Jack's budding relationship with his estranged daughter. "It's causing a great deal of tension, and there's a sort of sense [of], I guess the word is competition, of trying to...keep her, protect [her] and continue building up the trust that he has established," Garber said.

Alias co-star Kevin Weisman, who plays gadget-geek Marshall, told *Sci Fi Wire* to expect more spy toys, more Marshall action and more guest stars. In an interview at the ABC Primetime Preview Weekend at Disney's California Adventure theme park, Weisman revealed that David Bowie may make an appearance on the show next year, joining a list of guests from last season that included Quentin Tarantino.

"With me, there's a lot more weapons and gadgets," Weisman added. "And [creator] J.J. Abrams has promised me that I will be venturing out on a mission this year, so watch out for some Marshall ass-kicking, or for Marshall getting his ass kicked, which is probably more of a likely scenario. However, I'm looking forward to that."

SPIDER-MAN 2

Spider-Man 2 scribes Alfred Gough and Miles Millar (who also created *Smallville*) told *Wizard* recently that director Sam Raimi wants to see changes in hero Peter Parker (Tobey Maguire). "We can't really talk too much about the story—because the X-Men will be sent out to kill us—but you will see Peter grow and evolve," Gough said. "That's really the story Sam wants to tell. You'll see him grow as a person, a superhero and in all his relationships."

DVD NEWS

SCORPION KING
Oct. 1 sees The Rock bringing home what the Scorpion King is cook...oh we can't keep that up. Three versions of the *Mummy* prequel hit at the same time: "normal," "widescreen" and "rip-off limited edition."

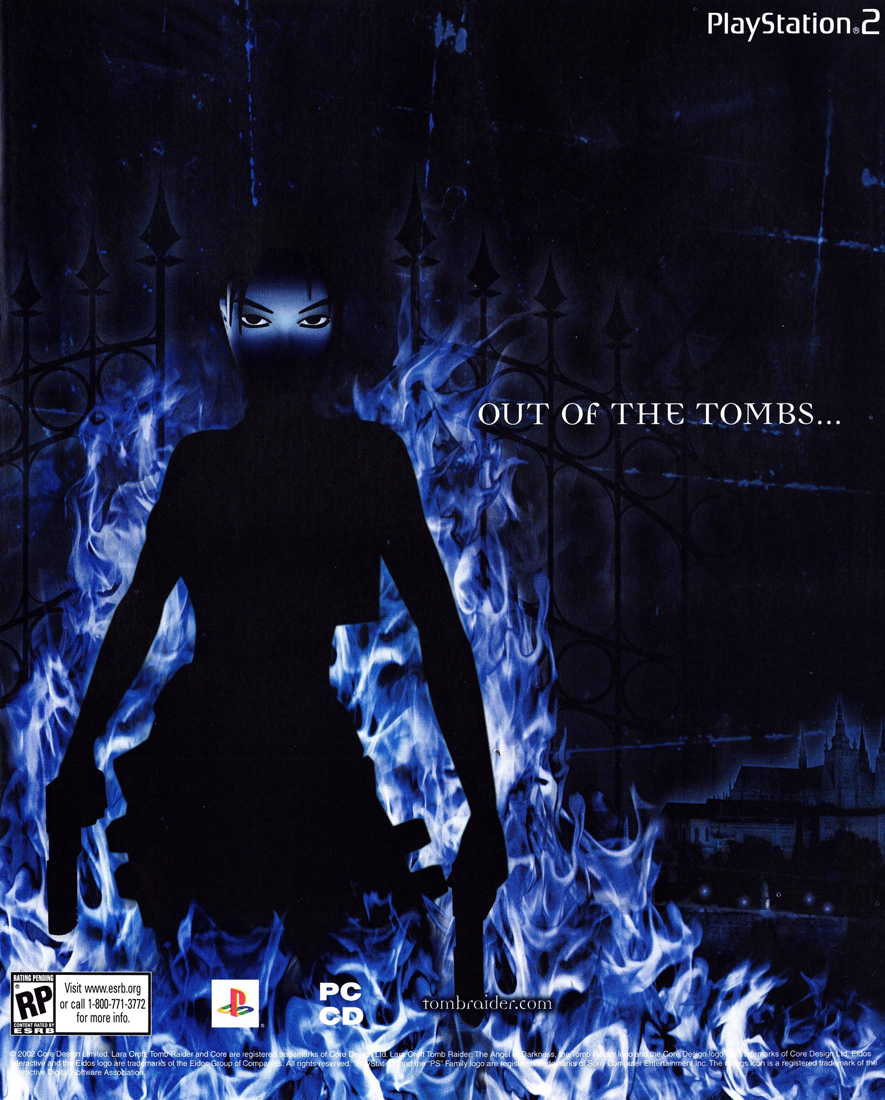
HORRIBLE MOVIE DAY
If you're one of those people who likes to watch really awful movies for the hell of it, Oct. 8 should prove to be a wonderful day for you. J.Lo's distinctly average *Enough* and the truly awful *Jason X* are both in stores.

ONE WEEK LATER... A MUCH BETTER SELECTION
Oct. 15 is much better. The weird interpretation of Little Red Riding Hood that is *The Company of Wolves* hits stores along with two versions of *Insomnia* as well as Nicolas Cage's gruesome *Windtalkers*.

YES AND NO
Endless versions of *E.T. The Extra Terrestrial* arrive on Oct. 22, along with the highly anticipated and much-lauded (well, actually not) *Mr. Deeds*.

SPIDEY SENSE TINGLING?
On Nov. 1, only one movie worth thinking about is out: *Spider-Man*!

NATIONAL GEEK DAY
Beware the streets on Nov. 12, for they will be crawling with geeks, all in search of the super-duper-über-dork version of *Fellowship of the Ring* and *Star Wars: Episode II*.


PlayStation®2
OUT OF THE TOMBS...
RATING PENDING
RP
CONTENT RATED BY
ESRB
Visit www.esrb.org
or call 1-800-771-3772
for more info.
PC
CD
tombraider.com

© 2002 Core Design Limited. Lara Croft, Tomb Raider and Core are registered trademarks of Core Design Ltd. Lara Croft Tomb Raider: The Angel of Darkness, the Tomb Raider logo and the Core Design logo are trademarks of Core Design Ltd. Eidos Interactive and the Eidos logo are trademarks of the Eidos Group of Companies. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

TOP 10 CHARTS

PS2 Top 10

Call it the calm before the storm. With the holidays nearing and the online launch a roaring success, look for the next batch of big hits soon to dominate this chart. Our guess? *GTA: Vice City* will grab the top spot, with challengers like *Sly* and *SOCOM* lingering just below.

	Last Month	Title / Publisher	Rating
1	—	NCAA Football 2003 *EA Sports*	●●●●●

Now that the fall semester is well under way, it's more than apparent by the sales of *NCAA Football 2003* that a lot of work isn't getting done. Instead of reading Chaucer or studying the fundamental theorem of calculus, students are spending their free time locked in dorm rooms trying to bring the national championship to Kent State (or actually succeeding at it with Texas, Florida State or Tennessee). And with the game's great depth—not to mention its stellar gameplay—we certainly don't blame them.

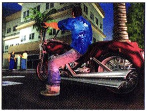
	Last Month	Title / Publisher	Rating
2	2	Grand Theft Auto III *Rockstar*	●●●●●
3	1	Medal of Honor: Frontline *EA Games*	●●●●●
4	7	Stuntman *Atari*	●●●

Loved the idea. Hated the execution. "Hardcore" or not, sometimes a game is too darn difficult for its own good. Apparently, some of you like a challenge, though, as *Stuntman* is currently crashing the charts.

	Last Month	Title / Publisher	Rating
5	3	Gran Turismo 3: A-spec *Sony CEA*	●●●●●
6	—	MLB Slugfest 20-03 *Midway*	●●●●
7	6	Midnight Club *Rockstar*	●●●●
8	4	Spider-Man *Activision*	●●●●◖
9	8	ATV Offroad Fury *Sony CEA*	●●●●
10	—	Res. Evil–Code: Veronica X *Capcom*	●●●●◖

Source: NPDFunworld TRSTS Service, July 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games

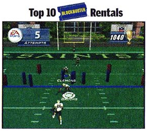


1	GTA: Vice City	*Rockstar*
2	Shinobi	*Sega*
3	Devil May Cry 2	*Capcom*
4	Contra	*Konami*
5	War of the Monsters	*Sony CEA*
6	Rygar	*Tecmo*
7	Ratchet & Clank	*Sony CEA*
8	LOTR: Two Towers	*EA Games*
9	Suikoden III	*Konami*
10	The Sims	*EA Games*

Japan's Top 10 PS2 Games

1	Gundam: Lost War Chr.	*Bandai*
2	Auto Modellista	*Capcom*
3	Project Minerva	*D3*
4	Jojo's Bizarre Adv.	*Capcom*
5	Ape Escape 2	*Sony*
6	Suikoden III	*Konami*
7	My Summer 2	*Sony*
8	Kamaitachi 2	*Chun Soft*
9	RPG Maker 5	*Enterbrain*
10	.hack//INFECTION	*Bandai*

Top 10 BLOCKBUSTER Rentals



1	Madden 2003 (PS2)	*EA Sports*
2	Stuntman (PS2)	*Atari*
3	Street Hoops (PS2)	*Activision*
4	Mat Hoffman 2 (PS2)	*Activision*
5	MOH: Frontline (PS2)	*EA Games*
6	NFL Blitz 20-03 (PS2)	*Midway*
7	Dead to Rights (Xbox)	*Namco*
8	NCAA Foot. 2003 (PS2)	*EA Sports*
9	NFL 2K3 (PS2)	*Sega Sports*
10	Test Drive (PS2)	*Atari*

(Source: Blockbuster, week of Aug. 25, 2002)

Top 10-Selling Games, All Systems

1	NCAA Foot. 2003 (PS2)	*EA Sports*
2	GTA3 (PS2)	*Rockstar*
3	MOH: Frontline (PS2)	*EA Games*
4	Stuntman (PS2)	*Atari*
5	Gran Turismo 3 (PS2)	*Sony CEA*
6	Slugfest 20-03 (PS2)	*Midway*
7	D'ball Z: Goku (GBA)	*Infogrames*
8	Sup. Mario Adv. 2 (GBA)	*Nintendo*
9	Yu-Gi-Oh: D. Duel (GBC)	*Konami*
10	Halo (Xbox)	*Microsoft*

PSone Top 10

While *Yu-Gi-Oh* maintains its Svengali-like hold on PSone gamers, and old standbys continue to pepper the charts, a few true-blue *new* games have quietly popped up. We like it as a sign of the PSone's staying power. You can't keep a good console down!

	Last Month	Title / Publisher	Rating
1	1	Yu-Gi-Oh: Forbidden Memories *Konami*	●◖

OK, look—this isn't fair. We're running out of cleverly dismissive things to say about Yugi and his card-carrying pals. We didn't like the game, we don't get the whole Yu-Gi-Oh phenomenon...we're just stumped here. So instead of trying to be funny, we'll explain that "Svengali" reference in the above paragraph. Svengali was a villainous hypnotist in George du Maurier's classic novel *Trilby*. His name has since entered the popular lexicon to refer to someone who tries to persuade others to do his evil bidding. So there.

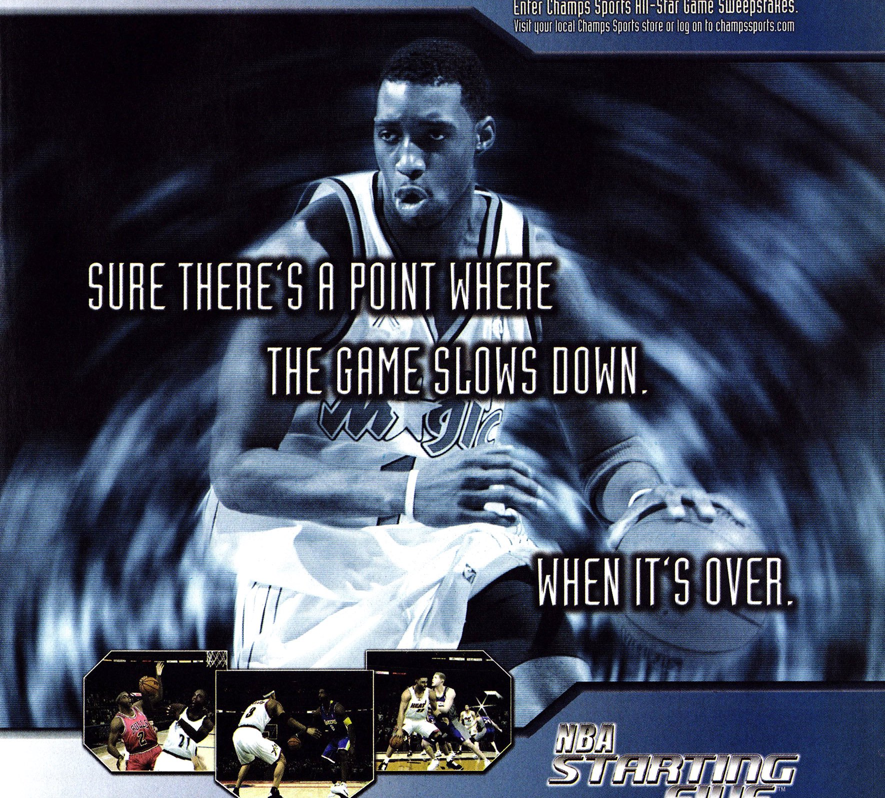
	Last Month	Title / Publisher	Rating
2	3	Digimon World 3 *Bandai*	●●◖
3	2	Spider-Man *Activision*	●●●●●
4	4	Gran Turismo 2 *Sony CEA*	●●●●●
5	5	SpongeBob SquarePants *THQ*	●●
6	—	Stuart Little 2 *Sony CEA*	●●◖
7	6	Driver 2 *Atari*	●●●●
8	7	Spyro: Year of the Dragon *Sony CEA*	●●●●●

Hey, kids—if you don't already have them and you're looking for some primo platformers, why not try the new *Spyro Collector's Edition*, which includes this game along with its two prequels?

	Last Month	Title / Publisher	Rating
9	—	Gundam: Battle Assault 2 *Bandai*	●●●●
10	—	MLB 2003 *Sony CEA*	●●●●

Source: NPDFunworld TRSTS Service, July 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

Enter Champs Sports All-Star Game Sweepstakes.
Visit your local Champs Sports store or log on to champssports.com


SURE THERE'S A POINT WHERE
THE GAME SLOWS DOWN.
WHEN IT'S OVER.

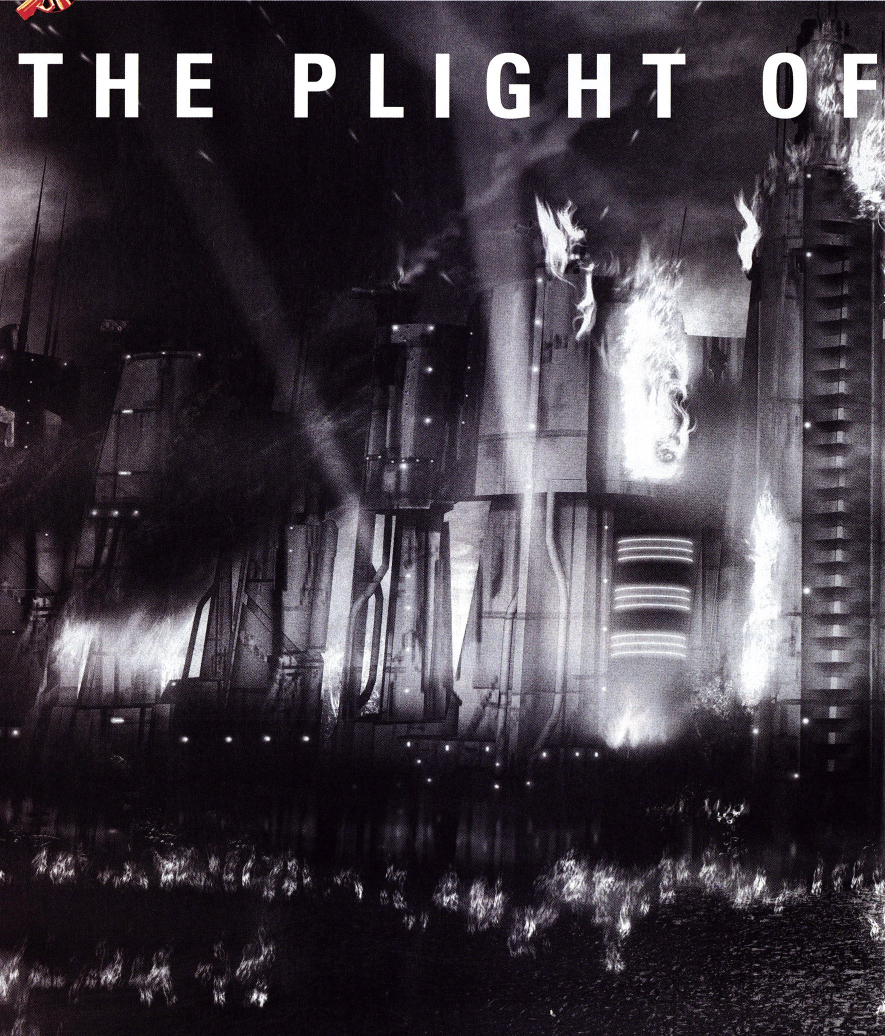
NBA STARTING FIVE™

Looking for a leisurely game of hoops? Look elsewhere. This is NBA Starting Five–the game that moves so fast you'll be hitting the showers after you play. Pull off the league's sweetest moves as effortlessly as the pros. Execute real NBA team tactics that'll keep your offense putting up numbers and your D putting on the pressure. Draft new stars from an up-to-date roster then bench the slow ones. And get familiar with the pause button. You're gonna need it.

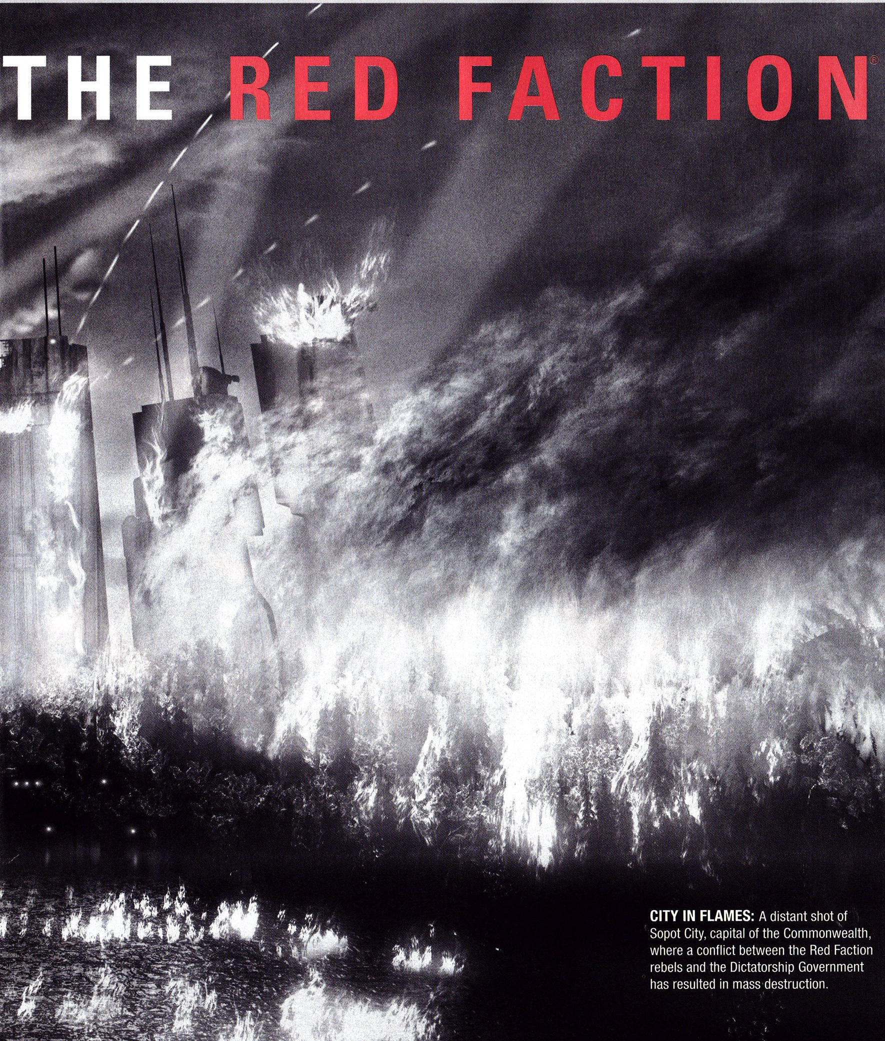
EVERYONE E CONTENT RATED BY ESRB | NBA | CHAMPS champssports.com | PlayStation® 2 | XBOX | KONAMI®

The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs, and/or other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. KONAMI® is a registered trademark of KONAMI CORPORATION. © 2002 KONAMI. All rights reserved. NO PURCHASE NECESSARY. Sweepstakes runs from 9:00 am (PDT) on 10/16/02 until 11:59 am (PDT) on 10/30/02, is open only to legal U.S. residents (except residents of Puerto Rico and all U.S. territories and possessions), 13 or older as of entry date and is subject to the official rules at participating Champs Sports locations and at www.champssports.com. Odds of winning depend on the number of entries received. Void where prohibited.

THE PLIGHT OF

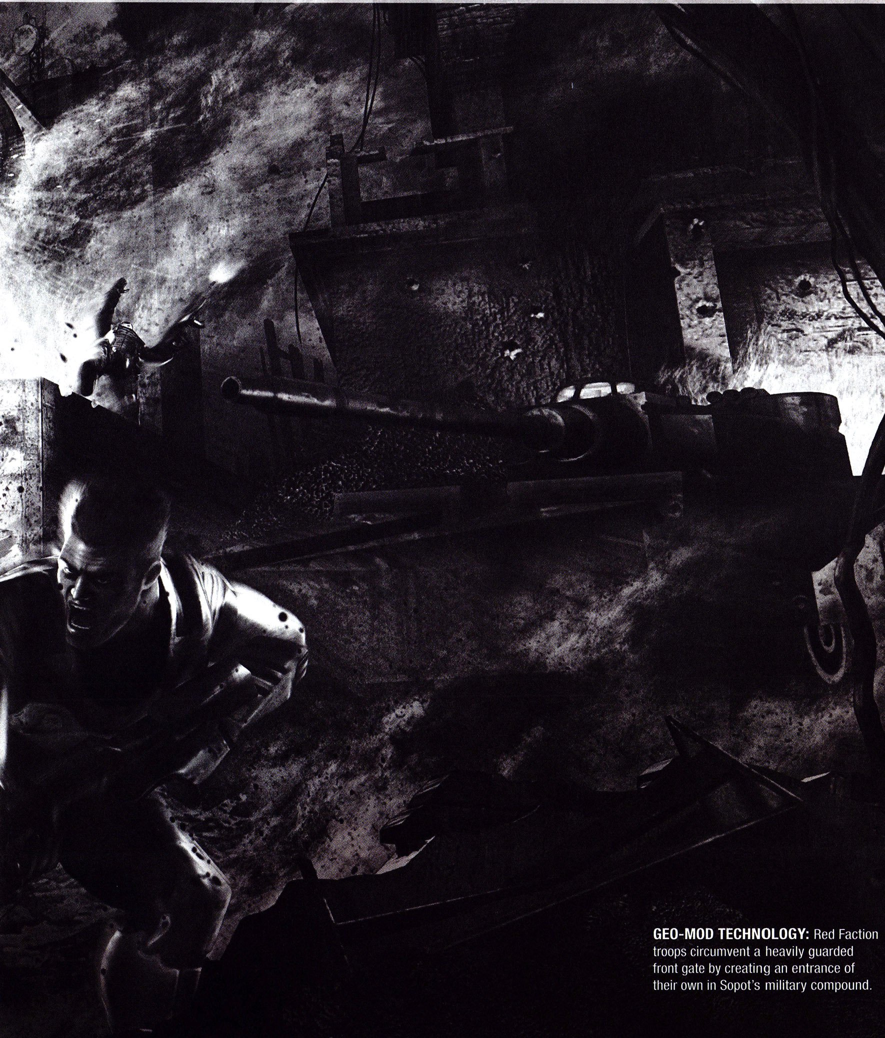


THE RED FACTION®



CITY IN FLAMES: A distant shot of Sopot City, capital of the Commonwealth, where a conflict between the Red Faction rebels and the Dictatorship Government has resulted in mass destruction.

EXPLOS

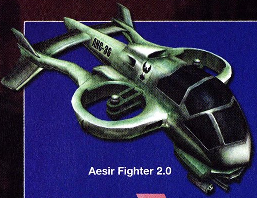


GEO-MOD TECHNOLOGY: Red Faction troops circumvent a heavily guarded front gate by creating an entrance of their own in Sopot's military compound.

RED★FACTION.II

COMMONWEALTH COUP

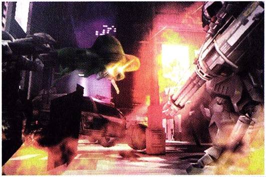
The Red Faction is using their entire arsenal in the latest attempt to overthrow



Aesir Fighter 2.0

FROM THE AIR

The Red Faction customized Aesir is a maneuverable air assault vehicle equipped with optical zoom which allows for precise hits on enemy targets.



Drop Point *5:37am*
Troops assemble at the Sopot Harbor.

SOPOT CITY

CIVILIAN UPRISING

After Sopot's forces withdrew from the main city, several Red Faction rebels raided Harbor Island and desecrated the symbolic statue of the dictator.

RED FACTION
★II★

MATURE
M
CONTENT RATED BY
ESRB
Blood and Gore
Violence

For more up-to-the-minute coverage of the conflict, go to *www.redfaction2.com*

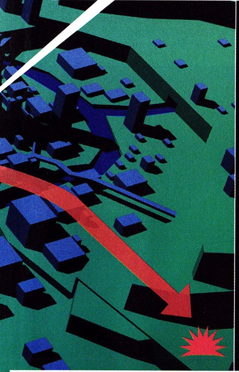
© 2002 THQ Inc. Red Faction® Geo-Mod™ Technology, Volition, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

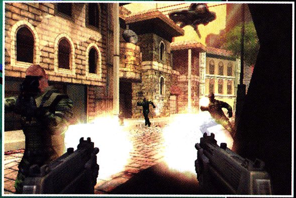
BREAKDOWN

D'ETAT

the Dictator Sopot.

Public Information Building *6:05am*
Commonwealth Elite Guards attempt to fend off the attacking Faction soldiers.





The Slums *6:22am*
Rebel soldiers continue to fight despite rumors of growing animosity between Faction leaders.

THE REBELS

SUPER SOLDIERS

ALIAS, the best of the Faction Super Soldiers, is shown here in demolition gear.

NGL-8 Nanotech Grenade Launcher
Demolition Charges
Battle Armored Personal Combat System

THE WEAPONRY

These are only a few of the many weapons at the disposal of the Red Faction army.

CMRD-32 MAGNETIC RAIL DRIVER

Fires metal slugs that go through just about any barrier without losing velocity. The targeting scope makes this weapon extremely accurate.

N.I.C.W. - NANOTECH INDIVIDUAL COMBAT WEAPON

Capable of delivering automatic armor-piercing rounds as well as launching grenades.

CAR-72 MILITARY ASSAULT RIFLE

A fully-automatic, high-powered rifle in a lightweight compact frame.

PlayStation®2

volition

THQ®
www.thq.com

Previewed Inside

Amazing Sea-Monkeys (PS1) 150
ATV Offroad Fury 132
Auto Modellista 130
BloodRayne 126
BMX XXX 128
Breath of Fire V 134
Burnout 2 104
Colin McRae Rally 3 130
Contra: Shattered Soldier 96
Crank the Weasel 140
Def Jam Wrestling 114
Devil May Cry 2 92
Dr. Muto 146
D&D: Heroes 146
Evolution Skateboarding 132
Evolution Snowboarding 132
FIFA Soccer 2003 140
Freestyle: MetalX 134
Frequency 134
Harry Potter 2 (PS1) 151
Legaia 2: Duel Saga 112
Legends of Wrestling II 130
Lord of Rings: Fellowship 98
Lord of Rings: Two Towers 99
Metal Gear Solid 2: Substance 102
Mortal Kombat 112
NASCAR 102
NBA 2K3 138
NBA Live 2003 140
NHL 2K3 102
Powerpuff Girls: Relish 96
Pro Race Driver 94
RAD: Robot Alchemic Drive 114
Ratchet & Clank 146
Red Dead Revolver 138
Rescue Copter 150
Return to Castle Wolfenstein 104
Risk 142
Robin Hood: Defender 116
Rygar 128
Shinobi 110
Shox 94
Silent Hill 3 142
The Sims 143
Star Wars: Bounty Hunter 126
Tiger Woods PGA 2003 112
Tony Hawk 4 (PS1) 150
Treasure Planet 142
Treasure Planet (PS1) 150
War of the Monsters 141
Whiteout 94
Wreckless 126
WWE SmackDown! SYM 139

Coming Soon

PLAYSTATION 2

October

.hack//INFECTION	Bandai	RPG
BloodRayne	Majesco	Action
Burnout 2: Point/Impact	Acclaim	Racing
Disney Golf	EA	Sports
Dragon's Lair 3D	Encore	Action
E.T.: Return/Green Planet	NewKidCo	Action
Evil Twin	Ubi Soft	Action
Evolution Skateboarding	Konami	X-Sports
Freaky Flyers	Midway	Racing
Grand Theft Auto: VC	Rockstar	Action
Hitman 2: Silent Assassin	Eidos	Adv.
Hot Wheels: Velocity X	THQ	Racing
Legaia 2: Duel Saga	Fresh Games	RPG
Legends of Wrestling II	Acclaim	Wrestling
The Lost	Crave	Adv.
Malice	Sierra	Action
Metropolismania	Natsume	Sim
Moto-X	Konami	Action
NBA 2K3	Sega	Sports
NBA Live 2003	EA Sports	Sports
NBA Starting Five	Konami	Sports
Need for Speed: HP2	EA Games	Action
NHL 2003	EA Sports	Sports
NHL 2K3	Sega	Sports
Pro Race Driver	Codemasters	Racing
RLH: Run Like Hell	Interplay	Action
Rugrats: Royal Ransom	THQ	Action
Silent Scope 3	Konami	Shooter
Simpsons Skateboarding	EA Games	X-Sports
Sub Rebellion	Metro3D	Action
TimeSplitters 2	Eidos	FPS
Tribes: Aerial Assault	Sierra	FPS
Ty the Tasmanian Tiger	EA Games	Action
Vexx	Acclaim	Action
Virtua Cop 1&2	Sega	Light Gun
X-Men: Next Dimension	Activision	Fighting

November

Activison Anthology	Activision	Collection
Auto Modellista	Capcom	Racing
ATV Offroad Fury 2	Sony CEA	Racing
Batman: Dark Tomorrow	Kemco	Action
BattleBots	THQ	Fighting
BMX XXX	Acclaim	X-Sports
Cabela's Big Game Hunter	Activision	Hunting
Chess Master	Ubi Soft	Board
Colin McRae Rally 3	Codemasters	Racing
Contra: Shattered Soldier	Konami	Action
Defender	Midway	Action
DDRMAX: Dance Rev.	Konami	Rhythm
Disney's PK: Shadows	Ubi Soft	Action
Drome Racers	EA/Lego	Racing
Evolution Snowboarding	Konami	X-Sports
FIFA Soccer 2003	EA Sports	Sports
Fighter Maker 2	Agetec	Fighting
Frogger Realms	Konami	Action
Harry Potter: Chamber	EA Games	Action
Haven: Call of the King	Midway	Action
James Bond: NightFire	EA Games	FPS
J. Cameron's Dark Angel	Sierra	Action
Jeopardy!	Infogrames	Trivia
Lego Island Xtreme Stunts	EA/Lego	X-Sports
Lord of Rings: Fellowship	Universal	Action
Lord of Rings: Two Towers	EA Games	Action
Mace Griffon: BH	Crave	Action
Minority Report	Activision	Action
Monopoly Party	Infogrames	Board
Mortal Kombat: DA	Midway	Fighting
NASCAR	Infogrames	Racing
Powerpuff Girls: Relish	Bam!	Action
Pride FC	THQ	Fighting
RAD: Robot Alchemic Dr.	Enix	Action
Rally Fusion: ROC	Activision	Racing
Ratchet & Clank	Sony CEA	Action
Rayman Arena	Ubi Soft	Racing
Red Faction II	THQ	FPS
Reign of Fire	Bam!	Action
Risk	Infogrames	Board
Rocky	Ubi Soft	Sports
Rygar: Legendary Adv.	Tecmo	Action
Shinobi	Sega	Action
Shrek: Super Party	TDK	Party
The Sims	EA Games	Sim
SpongeBob Squarepants	THQ	Action
Star Wars: Bounty Hunter	LucasArts	Action
Star Wars: Clone Wars	LucasArts	Action
The Sum of All Fears	Ubi Soft	Adv.
Suikoden III	Konami	RPG
Super Bust-A-Move 2	Ubi Soft	Puzzle
Tiger Woods PGA 2003	EA Sports	Sports

PS ONE

October

Austin Powers Pinball	Gotham	Pinball
NBA Live 2003	EA Sports	Sports
Shrek: Treasure Hunt	TDK	Action

November

FIFA Soccer 2003	EA Sports	Sports
Harry Potter: Chamber	EA Games	Action
T. Hawk's Pro Skater 4	Activision	X-Sports
Treasure Planet	Sony CEA	Action

DEVIL MAY CRY 2

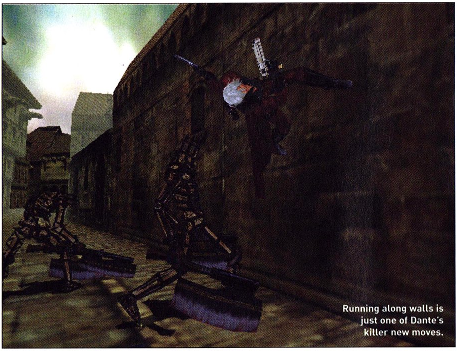
Even cooler than before? Quite possibly!

"Since this is the sequel, we had to make it twice as good as the original in every sense," says Tsuyoshi Tanaka, producer of *Devil May Cry 2*, due out this **January**. "And that includes having twice as much action." He's not kidding. Dante's new moves will totally blow you away. He can now run up walls, backflip off of them, shoot enemies over his shoulder, and even perform flying air kicks. It's way more wild than before, as Dante remains airborne a good while longer this time. Even his regular sword attacks have been beefed up with flashier effects. "There are just a lot more ways to have fun with this one," boasts Tanaka.

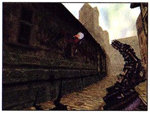
So, how do you make room for all this action? Widen the environments, of course. "The levels are easily nine times the level size of the original in terms of width," says Tanaka. This time around, you're treated to lots more open areas, ranging from city streets and rooftops to ancient ruins. Locations often have multiple paths and fewer objectives that require backtracking. "One thing I didn't like in the original was that you'd have to run from one area all the way back to another just to accomplish a task—that's something I didn't want this time around."

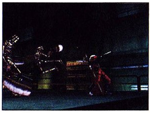
Believe it or not, *Devil 2* actually looks considerably better than the original. "We managed to double the resolution of the game," explains Tanaka. "We also used a special technique to make the characters look a lot better." The camera is also less obtrusive now, pulling in and out depending where you are. "One of the problems with the original was that, even though you were doing all of these cool moves, a lot of times you couldn't really see them due to the camera. Not anymore."

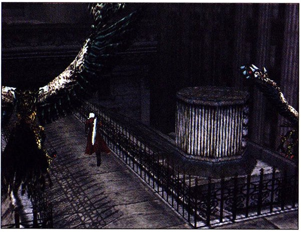
You'll also notice that *Devil 2* features a second playable character named Lucia. "What we were originally thinking was that Dante could be this 007-type guy who could meet a new girl in each game, but since people were disappointed that they couldn't play as Trish in the original, we decided to make Lucia playable." Thankfully, she's just as badass as Dante. Perhaps even more so.



Running along walls is just one of Dante's killer new moves.

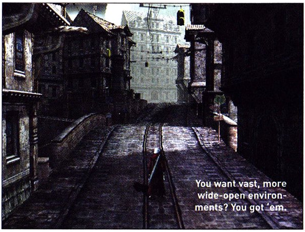






Did You Know?

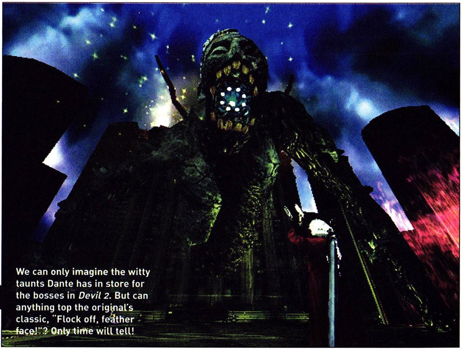
Dante's trademark "juggle" attacks came as the result of an *Onimusha* bug where an enemy stuck in the air and was repeatedly hit. The *Devil* team loved it and turned it into a feature.



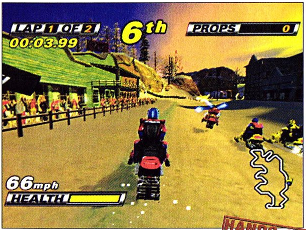
You want vast, more wide-open environments? You got 'em.

Lucia

The second playable character in *Devil 2* is Lucia, a devil hunter and the protector to a town. She fights with two small swords and martial arts, and is generally better at close combat. You can choose which character to play as at the start of the game, though you can save and continue with the other. At one point in the game, Lucia meets Dante and persuades him to go to her town. "She's one of the mysteries of the game," says Tanaka. "As you play through, you'll find out her relationship with Dante."



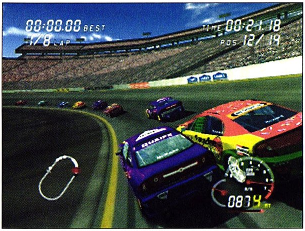
We can only imagine the witty taunts Dante has in store for the bosses in *Devil 2*. But can anything top the original's classic, "Flock off, feather face!"? Only time will tell!

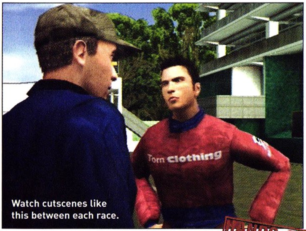


HANDS-ON PREVIEW

Whiteout

With all the snowboarding and skateboarding and thisboarding and thatboarding, you'd think a nice snowmobile racing game would make the little gaming boys and girls sing and dance. It seems that *Sled Storm* already made that happen, though, and with **Konami**'s *Whiteout* you're getting more of the same—only this game features really bad character models. Luckily, the nine environments are way pretty. It also features a guy named Tucker Hibbard. Which makes us laugh.





Watch cutscenes like this between each race.

HANDS-ON PREVIEW

Pro Race Driver

Codemasters' *Pro Race Driver* takes a different approach to traditional racing games by placing a heavy emphasis on story. After viewing his father's horrible death in an accident on the pro racing circuit, Ryan McKae made it his mission in life to do his dad proud and follow in his footsteps. Select between several leagues to join and experience NASCAR-style racing as you lead Ryan to greatness across 30 tracks. The game's great controls should satisfy all genre fans this **November**.

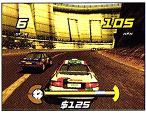
SHOX

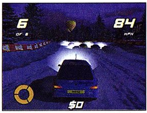
HANDS-ON PREVIEW

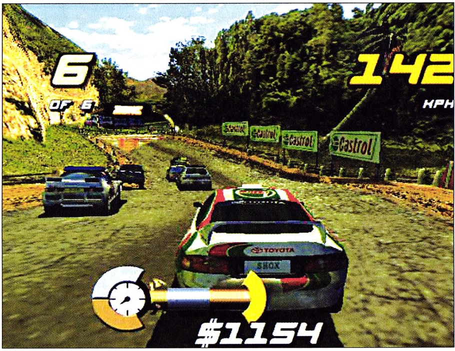
Rally gets the Big treatment

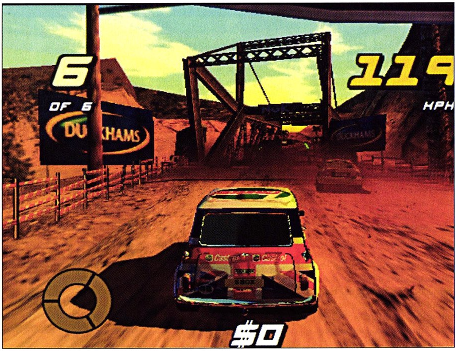
While previous **EA Sports Big** games have been very much about personality and character interaction, *Shox* breaks from the mold and simply provides us with an incredibly arcadey rally game. There are no white guys with afros, no sassy chicks with attitude, just 24 cars licensed from Audi, BMW, Toyota, Mitsubishi, Subaru, Lancia and Ford, plus some kick-ass tracks.

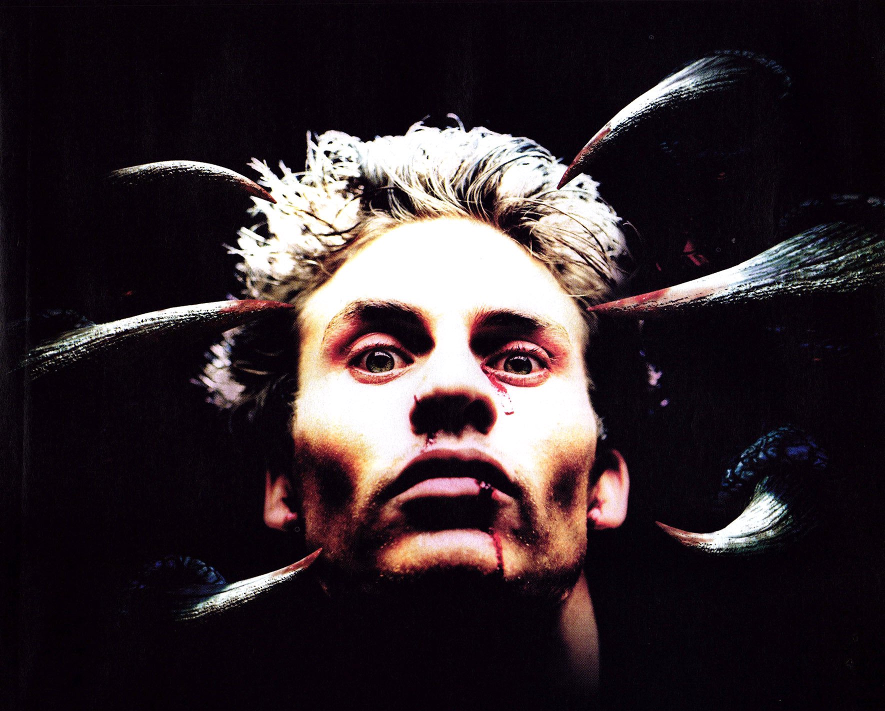
As with all other Big titles, the gameplay does have a bit of an edge over more traditional rally games. Due to the tight design of the tracks, the pack always stays close together, and there are challenges throughout the race that encourage you to be as crazy as possible as you enter "Shox Zones" that time you between waypoints. There's also the option to "race for pinks" and gamble your car away. Look for *Shox* in **November.**



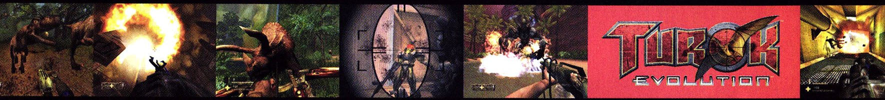








THEY SMELL BLOOD. YOURS



A Savage World So Real... You'll smell the smoke of war-torn cities and burning jungles. See the flaming battlefields below from the saddle of a fully armed, high flying Pterosaur. And taste the white-hot stench of a detonated Baby Nuke. Turok is back for the kill.

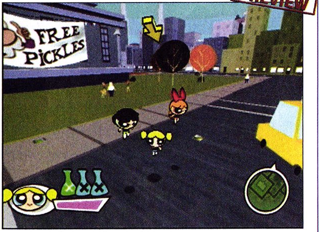
WWW.TUROK.COM

MATURE
M
Blood and Gore
Violence
CONTENT RATED BY
ESRB

GAME BOY ADVANCE
NINTENDO GAMECUBE
XBOX
PlayStation 2
AKKlaim

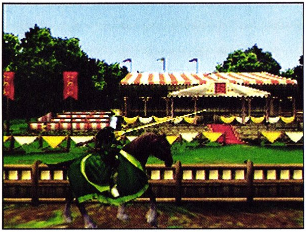
TUROK™: EVOLUTION™ TM & © 2002 ACCLAIM ENTERTAINMENT, INC. ALL RIGHTS RESERVED. TUROK: TM & © 2002, CLASSIC MEDIA, INC. ALL RIGHTS RESERVED. ALL OTHER CHARACTERS HEREIN AND THE DISTINCT LIKENESSES THEREOF ARE TRADEMARKS OF ACCLAIM COMICS, INC. ALL RIGHTS RESERVED. DEVELOPED BY ACCLAIM STUDIOS AUSTIN. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. Game Boy and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. Screens shown were taken from the Xbox version of the video game.

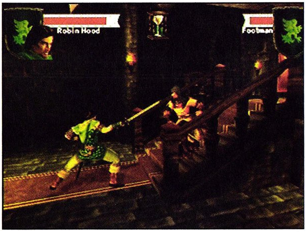
HANDS-ON PREVIEW



Powerpuff Girls: Relish Rampage

It seems a little odd that a game aimed mostly at kids comes straight from **Viz**, developer of the controversial *State of Emergency*, but that's the case with **Bam!**'s first PS2 Powerpuff Girls title. Despite *Relish Rampage*'s cel-shaded graphics that render it nearly indistinguishable from the cartoon, we're pretty sure it actually uses *State*'s engine. And in that spirit, en route to thwarting Mojo Jojo you can even use the girls to destroy innocent civilian cars or attack hapless pedestrians!





Robin Hood: Defender of the Crown

Strategic conquests, gruelling sieges, majestic jousting tournaments—it's like it's 1986 all over again! That's when the original *Defender of the Crown* came out on the Amiga; we can hardly believe it's taken 16 years for a sequel. **Cinemaware**'s legendary blend of turn-based strategy and action (picture a medieval Risk with sword-fighting sequences) returns, with a new starring character (Robin Hood played only a small role in the original) and lots more action. Enter Sherwood in **early 2003**.

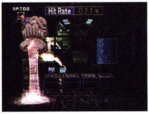
HANDS-ON PREVIEW

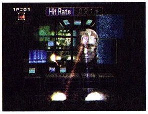
CONTRA: SHATTERED SOLDIER

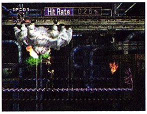
The big, bad bosses

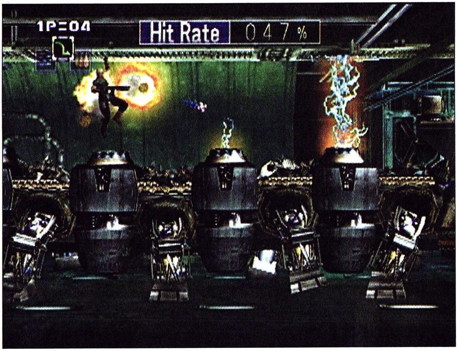
Anyone who knows Konami's *Contra* games also knows they're all about the bosses. *Shattered Soldier* continues the tradition with some of the biggest meanies yet. Each brought to life with incredible graphics, their unique (often grotesque) attacks fill the screen with cool effects. Most of the bosses we've run into have been on the tough side, but that doesn't mean you can't defeat them all in due time. Similar to the previous *Contra* games, it often takes some patience to learn all of the intricacies of these bosses and how to best defeat them. Thankfully, the new Hit Rate meter often clues you in on which weapons to use on a certain boss so as to take them out in the quickest time possible.

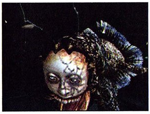
Below are some of the bigger guys we haven't yet shown to you in previous issues. Some tend to be very mechanical in nature (such as a massive liquid metal head that shoots lasers) and some are quite organic, shooting puss everywhere when shot. Blast away at these baddies in **November**.





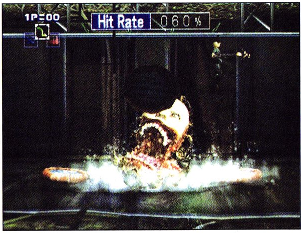






Bad Fishy

Check out this nasty tuna! He smashes his massive head against the wall of his fishtank and it bursts, spewing water everywhere. Then he attempts to eat you by constantly leaping out of the water with an open mouth.



6 WORLD TITLES, NEVER THE SAME WAVE TWICE.

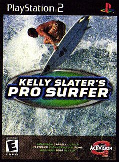
Visit 13 of the most popular surf spots from around the globe.

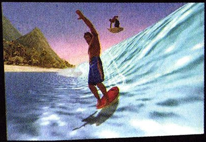
9 modes of play including 2 player PUSH™ mode.

SURFING WILL NEVER BE THE SAME

Drop in with **6-time World Champion Kelly Slater** or one of 8 other top pros in the ultimate surf experience, **Kelly Slater's Pro Surfer®**. Play a total of **30 levels** at the **most challenging surf breaks from around the globe.** Pull off big air and fantasy tricks like **Rodeo Flip, Knack Knack** and **Hangman** that let you take surfing to a whole new level. Surf in a constantly changing wave environment – **you'll never see the same wave twice.**

KELLY SLATER'S PRO SURFER®





Surf on waves populated with other surfers.

EVERYONE
E
CONTENT RATED BY ESRB

Mild Lyrics
Mild Violence

PlayStation 2 · XBOX · NINTENDO GAMECUBE · GAME BOY ADVANCE · TREYARCH · HOTGEN STUDIOS

ACTIVISION O2 SPORTS REVOLUTION

ACTIVISIONO2.COM

© 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. and its affiliates. Activision and Pro Surfer are registered trademarks and Activision O2 is a trademark of Activision, Inc. and its affiliates. All Rights Reserved. Kelly Slater is a trademark of Kelly Slater. PlayStation 2, Xbox and GameCube versions developed by Treyarch. Game Boy Advance version developed by HotGen Studios. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks of Microsoft Corporation in the U.S.A. and/or other countries. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

HANDS-ON PREVIEW

LOTR: THE FELLOWSHIP OF THE RING

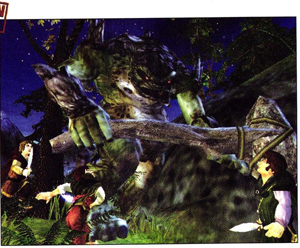
Straight from the pages of Tolkien

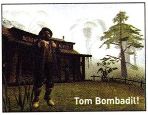
Peter Jackson had nothing to do with this video game. But J.R.R. Tolkien most certainly did. Unless you've been stranded in Mordor, you're probably well aware that **Universal** holds the rights to publish games based on the works of said dead English dude—and it shouldn't surprise even the dumbest orc that the first game to utilize the license follows the first book of *The Lord of the Rings*.

From Frodo's peaceful hobbit hole in the Shire to a not-so-peaceful battle at the shores of the river Anduin, *The Fellowship of the Ring* adheres to its source material as well as any video game can. With plentiful, fully voiced cutscenes helping to move the plot along, players can expect to strike up conversations with everyone from major characters like Gimli and Elrond to such lesser ones as Farmer Maggot and Lobelia Sackville-Baggins. All this chit-chat adds an RPG feel to an otherwise heavily action-oriented game.

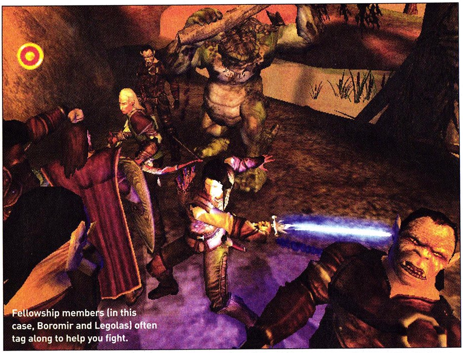
As you might suspect, gameplay changes depending on whether you're Aragorn, Gandalf or Frodo. While each has his own respective sword for close-range attacks (or a stick for Frodo until he acquires Sting), the long-range attacks differ; Aragorn shoots arrows, Gandalf's devastates with magic and Frodo's got a trusty bag o' rocks. As bearer of the One Ring, the heroic hobbit even has the ability to wear it and turn invisible in his levels (which rely more on stealth than those of his allies). The catch? He also has a "corruption meter" that depletes while wearing the Ring—and never regenerates—throughout the course of the game. If it hits zero, he's lost to darkness forever.

At this point, developer **Surreal** has a few minor gameplay snags to work out, but otherwise, Tolkienites should be counting the days until *Fellowship*'s **mid-November** release.

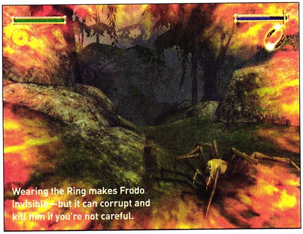




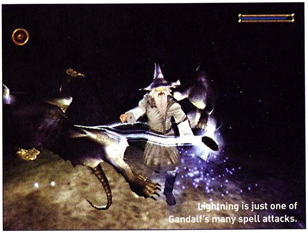
Tom Bombadil!



Fellowship members (in this case, Boromir and Legolas) often tag along to help you fight.



Wearing the Ring makes Frodo invisible—but it can corrupt and kill him if you're not careful.



Lightning is just one of Gandalf's many spell attacks.

I think this task has been appointed for you, Frodo. If you do not find the way, no one will.

Two *Rings* to

Still confused about the differences between the two *Lord of the Ri*

	License and Content	With the rights to the material of Tolkien's books, Universal's *Fellowship* follows the entire first book of the trilogy.
	Starring Characters	You play as Aragorn, Gandalf or Frodo, with the rest of the Fellowship pitching in to help at times.
	Story Presentation	In-game cinematics bring the story to life (though some dialogue is changed from the book to speed up the pace).
	Voice Acting	Universal hired professional voice actors, and each seems quite up to the task. They're unfamiliar, yet effective.
	The Early Word	*Fellowship* is definitely the underdog, but its deeper story could prove more immersive.

LORD OF THE RINGS: THE TWO TOWERS

HANDS-ON PREVIEW

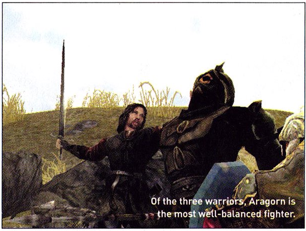
Straight from the celluloid of Jackson

Peter Jackson had a lot to do with this video game. Not only does **EA**'s first *Lord of the Rings* title follow the first two movies of the lauded Tolkien-based trilogy he's directing, but Jackson himself played an integral role in the game's production. Whatever developers needed, he provided. But will it be enough to make *The Two Towers* the one game to rule them all?

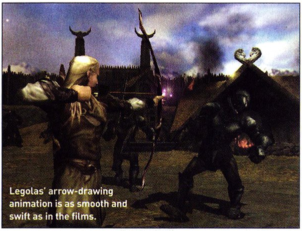
Taking a look at the game's beautiful screens might make you think right away that this mission has been accomplished. And for fans of hack-'n'-slash gameplay, that might just be the case. Although, according to the game's product manager, there's a lot more to it than that: "It's more than just hack-'n'-slash," says Jon Harris. "You need to think about which combos to use, too."

While, based on the healthy portion of the game we've played so far, we certainly wouldn't hesitate to classify *Towers*' gameplay as hack-'n'-slash, Harris does raise a valid point—the moves you acquire as you proceed in the game prove integral to your overall success. By defeating orc after orc (not to mention the occasional troll, Warg or other malevolent Middle-earthling), your three characters (Aragorn, Gimli and Legolas) gain points to use toward purchasing moves. When it comes to selecting which combos to buy and when to pick them up, Harris suggests that Tolkien fans will have an advantage. "They know what's coming up!" he says with a smile.

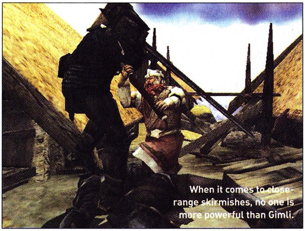
If 10 hours of gameplay doesn't sound like much to you, keep in mind that EA has included lots of reasons to play through again, as utilizing certain characters often unlocks secrets like behind-the-scenes movies. And speaking of secrets, a really cool one actually awaits you at the *beginning* of the game—we just can't tell you what it is. Find out when you pick it up this **November**.



Of the three warriors, Aragorn is the most well-balanced fighter.



Legolas' arrow-drawing animation is as smooth and swift as in the films.

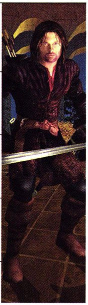


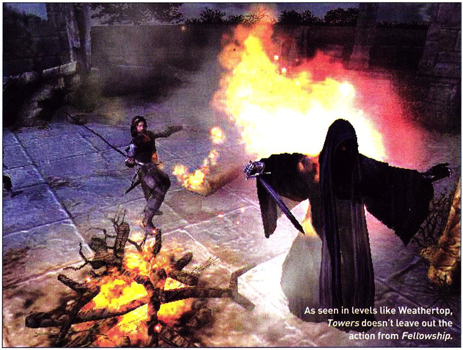
When it comes to close-range skirmishes, no one is more powerful than Gimli.

Rule Them All?

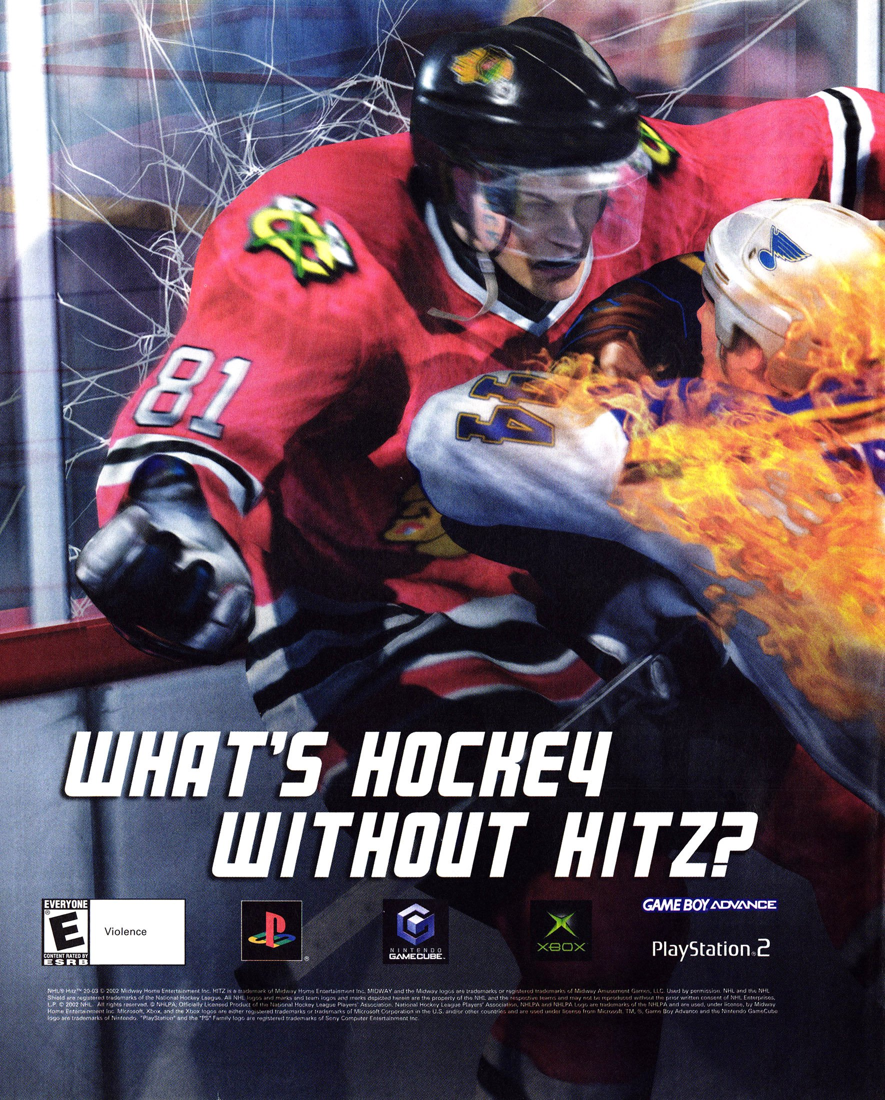
games coming out? This chart should clear a few things up.

The license for the *Rings* films is used to highlight the battles of the two movies (no Gollum portion for *Towers*, though).	License and Content
Choose between Aragorn, Gimli and Legolas (plus a secret character), but don't expect to see all the hobbits.	Starring Characters
View actual clips from the film that slowly dissolve into gameplay footage. A really cool effect!	Story Presentation
It would suck if you didn't hear the actors from the movies, wouldn't it? Don't worry. You do!	Voice Acting
Fans of the movie should love this one. It's just too bad Gandalf isn't playable.	The Early Word





As seen in levels like Weathertop, *Towers* doesn't leave out the action from *Fellowship*.



NHL® Hitz™ 20-03 © 2002 Midway Home Entertainment Inc. HITZ is a trademark of Midway Home Entertainment Inc. MIDWAY and the Midway logos are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2002 NHL. All rights reserved. © NHLPA; Officially Licensed Product of the National Hockey League Players' Association. National Hockey League Players' Association, NHLPA and NHLPA Logo are trademarks of the NHLPA and are used, under license, by Midway Home Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

MIDWAY
SPORTS
CHRIS PRONGER
NHL
HITZ
20 03
EVERYONE
E
ESRB
MIDWAY
SPORTS

FIRE AND ICE JUST TOOK ON A WHOLE NEW MEANING. ENTER NHL HITZ 20-03, THE EXCLUSIVE ADRENALINE-STYLE HOCKEY VIDEOGAME TO COMBINE REAL NHL TEAMS AND PLAYERS MIXED UP IN AN INFERNO OF BLISTERING HOCKEY ACTION. THIS YEAR'S HITZ TURNS IT UP A NOTCH WITH A TON OF NEW FEATURES AND ALL THE GLASS-SHATTERING AGGRESSIVE ACTION YOU'VE COME TO LOVE. WHO KNEW THE ICE COULD GET SO HOT?

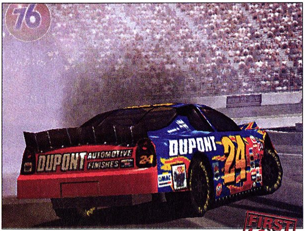
- **EXCLUSIVE** adrenaline-style 3-on-3 hockey action means big hits, rocket goals and ferocious gameplay.
- **NEW** Franchise Mode. Deepest Hockey experience available.
- **NEW** Season Mode. Every team and every game.
- **NEW** Full in-depth stat tracking.
- **NEW** International & All-Star Teams, plus Fantasy Teams and Stadiums.
- **NEW** Hockey School and Mini-Games.

NHL HITZ 20 03

IGNITE YOUR GAME™

NHLPA

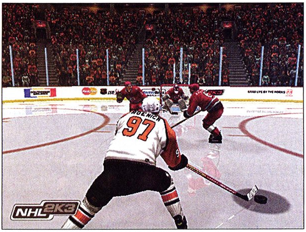
www.midwaysports.net

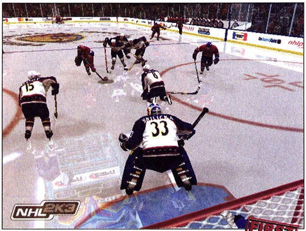


FIRST LOOK

NASCAR

Sure, the *Heat* is gone, but that doesn't mean **Infogrames** has forgotten how to make a good NASCAR game. In fact, its **fall** stockcar racer boasts—for the first time ever in a racing game—four different NASCAR racing series. In the game's Career mode, you can start in the Weekly Racing series and work your way up to the Modified, Craftsman Truck and—finally—Winston Cup series. Upgrade your car with more than 100 parts, and race on 31 detailed tracks.





FIRST LOOK

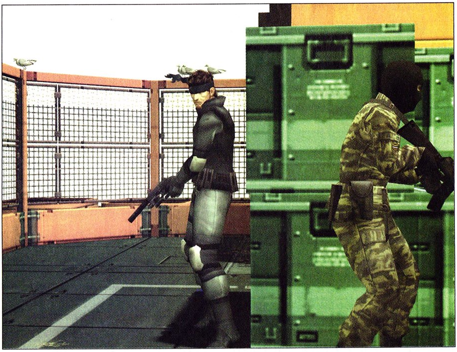
NHL 2K3

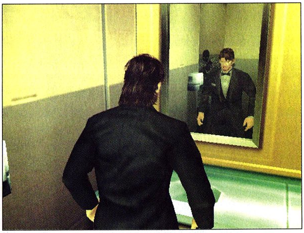
Didn't dabble on the Dreamcast? For hockey fans, that's a cryin' shame. *NHL 2K2* was one of the reasons to own **Sega**'s defunct system, but PS2 fans will now get tight sim hockey in **October** with *2K3*. This is the type of hockey game that will have you playing full seasons, the way you did in the Genesis days (there's a Franchise mode, too!). The goalies are a big highlight, and the puck can actually go off the inside of the his leg and into the net. Like in real hockey.

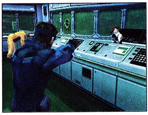
METAL GEAR SOLID 2: SUBSTANCE

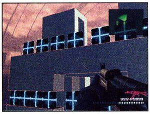
More bang for your buck

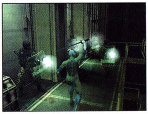
How do you take one of the best games ever made and make it better? **Konami**'s answer for this enhanced *Metal Gear Solid 2*: Add to what made it so cool in the first place. *Sons of Liberty* featured some of the best gameplay ever, and in this package, Konami offers a *lot* more of it. They've taken all of the original elements and used them for new scenarios—a quick way to add more gameplay without years of effort. After experiencing a few such scenarios, we've found ourselves rapt in *MGS2* all over again. Short stories called Snake Tales, for example, require you to hunt down characters or items in the pre-existing *MGS2* environments (with some cameos, as well). Meanwhile, the new VR missions allow you to really hone your skills and test out new gameplay mechanics, such as levels playable entirely in a first-person shooter mode. And for all you Raiden haters out there, just the fact that you can now play the game all the way through with Snake should have you anticipating **March**.

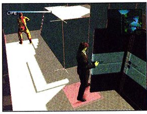


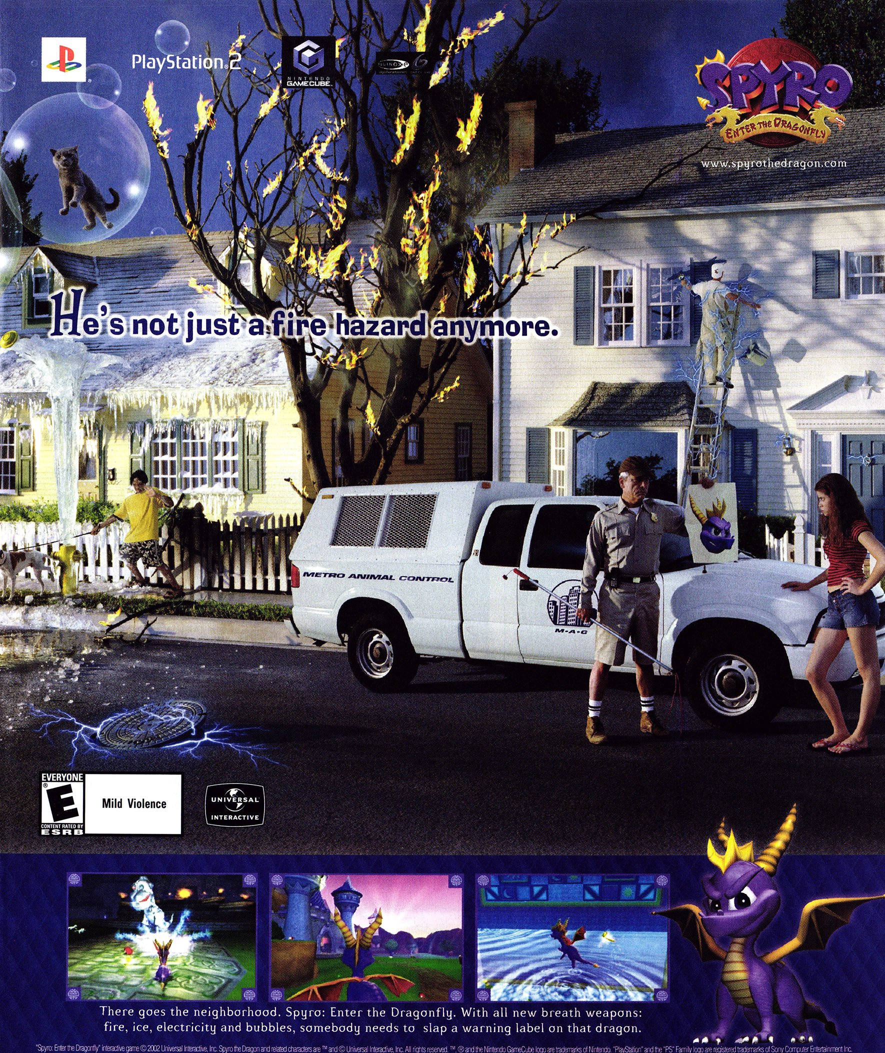











PlayStation 2
NINTENDO GAMECUBE
SPYRO
ENTER THE DRAGONFLY
www.spyrothedragon.com
He's not just a fire hazard anymore.
METRO ANIMAL CONTROL
M·A·C
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
UNIVERSAL INTERACTIVE

There goes the neighborhood. Spyro: Enter the Dragonfly. With all new breath weapons: fire, ice, electricity and bubbles, somebody needs to slap a warning label on that dragon.

"Spyro: Enter the Dragonfly" interactive game © 2002 Universal Interactive, Inc. Spyro the Dragon and related characters are ™ and © Universal Interactive, Inc. All rights reserved. ™, ® and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

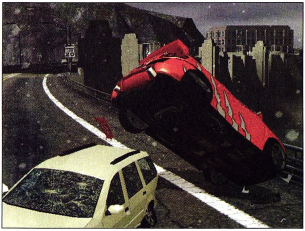
BURNOUT 2: POINT OF IMPACT

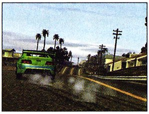
HANDS-ON PREVIEW

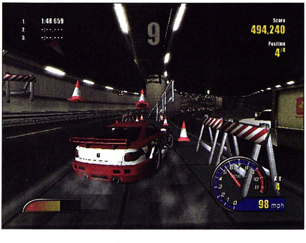
Big, better, faster, more!

If there was one really, really cool thing about **Acclaim**'s original *Burnout*, it was being rewarded for driving like a lunatic with a burst of adrenaline-cranking speed boost. The only problem was, driving in such a totally insane fashion was really quite difficult, and you ended up seeing a bit too much of the game's other very cool feature, the spectacular crashes. The team at **Criterion** in the UK is clearly aware of this little dilemma and has proceeded to tweak the gameplay of this sequel such that a proficient player can spend the majority of each race trying to maintain insane levels of speed.

As with the original, the game includes no licensed cars, but everything looks pretty convincing in that "oh, that looks a bit like a Viper" kind of way. As you'd expect from one of the most respected code shops in the world (Criterion built the graphics engine that *GTA: Vice City* uses), the game looks gorgeous and is incredibly fast and smooth. Feel the *Impact* this **November.**





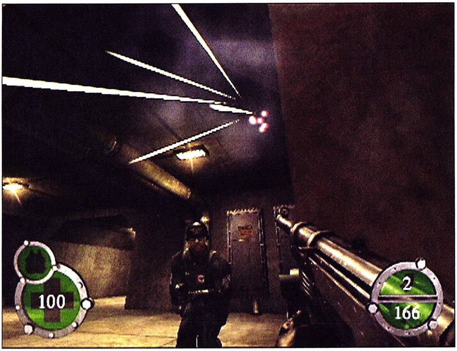


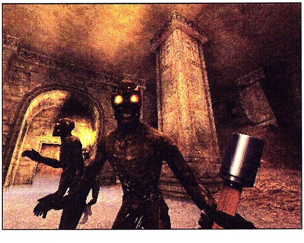
RETURN TO CASTLE WOLFENSTEIN

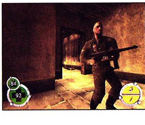
Shooting demons and Nazis has never looked better

The PC version of *Return to Castle Wolfenstein,* worked on by series-creators id Software with help from Gray Matter, was essentially two games in one package. The first was an extremely competent single-player experience that took the concept of the original game from the dawn of time and zazzed it up with *Quake III*-engine-fueled graphics. The second game was a fabulous online multiplayer experience that allowed teams of Allies and Nazis to battle in an extremely convincing selection of WWII-themed missions. Unfortunately, as the game moves to PS2 **early next year** from **Activision**, we miss out completely on the latter.

Don't be too disappointed, though; the single-player game is a great first-person shooter that mixes *Medal of Honor*-style Nazi bashing with *Resident Evil*-esque zombies and crazy demon creatures. The story deals with the whole mythology of Hitler and his cronies attempting to wake the dead with an assortment of theological instruments just like he did in the Indiana Jones movies. The result is a clever blend of believable and fantasy environments that has you blasting through things in an old-school fashion. If you're at all familiar with the PC game, you'll be pleased to know that some of the little quirks with last year's game have been fixed, and a number of extra bits have been bolted on to compensate for the lack of multiplayer levels. The PS2 version has been developed by **Raster**, a team previously known for the marathon job of porting *Quake III* to the Dreamcast, and they've done an incredible job. We can expect some extra single-player missions that PC afficianados won't have seen, and the team has also completely overhauled the spawning points for bad guys, as this was something raised by gamers as something of an issue previously.



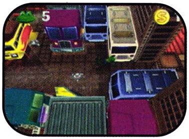




KONAMI®

Frogger® and KONAMI® are either registered trademarks or trademarks of KONAMI CORPORATION. © 2002 KONAMI CORPORATION. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. TM, ®, Game Boy Advance and the Nintendo Game Cube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association.

GO BEYOND THE POND.



Frogger Beyond™

FROGGER FUN IS GROWING BY LEAPS AND BOUNDS, WITH AMAZING NEW ADVENTURES THAT MIX CLASSIC FROGGER GAMEPLAY WITH FROGGERIFIC NEW FEATURES!

JUMP INTO WILD TILE-BASED PLATFORM ACTION WITH FROGGER BEYOND™ ON THE XBOX, NINTENDO® GAMECUBE™ AND PC. UNLOCK GAMEPLAY AREAS, COLLECT POWER-UPS AND MORE.

FROGGER'S ADVENTURES 2 THE LOST WAND™ BRINGS ARCADE-STYLE INTENSITY ON GAME BOY® ADVANCE, AND MULTI-PLAYER MINI GAMES WITH UP TO 3 FRIENDS. BUT WATCH OUT—ONCE YOU HOP, YOU JUST CAN'T STOP!

Frogger's Adventures 2
THE LOST WAND™

EVERYONE
E
CONTENT RATED BY
ESRB

PC CD ROM
NINTENDO GAMECUBE.
XBOX
GAME BOY ADVANCE

WARNING: WHEN THE GAME TURNS OFF, SO DO YOUR POWERS.

You cannot fly. You are not *stronger than a locomotive* or *faster than a speeding bullet*. You have no business attempting to use superpowers outside the realm of *Superman: Shadow of Apokolips*. Any attempt to do so will undoubtedly result in broken legs, arms, fingers and toes, sprained ankles, bruised ribs and egos, loss of limbs, pride, and ultimately-life. Just remember sport, when the game turns off, so do your powers.

INFOGRAMES™

PlayStation®2

EVERYONE E CONTENT RATED BY ESRB Violence

Superman: Shadow of Apokolips video game © 2002 DC Comics and Infogrames Inc. All rights reserved. Manufactured and marketed by Infogrames, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All trademarks are the property of their respective owners.

NICE JUMP,
LOSER
YOUR FRIEND, JOE
If this doesn't
get you a date.
NOTHING WI
♡ your
sis
Ann
PlayStation.2
SUPERMAN
SHADOW OF
APOKOLIPS
EVERYONE
E
INFOGRAMES

www.supermangame.com

DC Bullet logo, SUPERMAN and all related characters and elements are trademarks of and © DC Comics.
WBIE LOGO: (TM) and © Warner Bros.
(s02)

WNW POLL: WHY CLONE WHEN YOU CAN MORPH?

WORLD NEWS WATCH

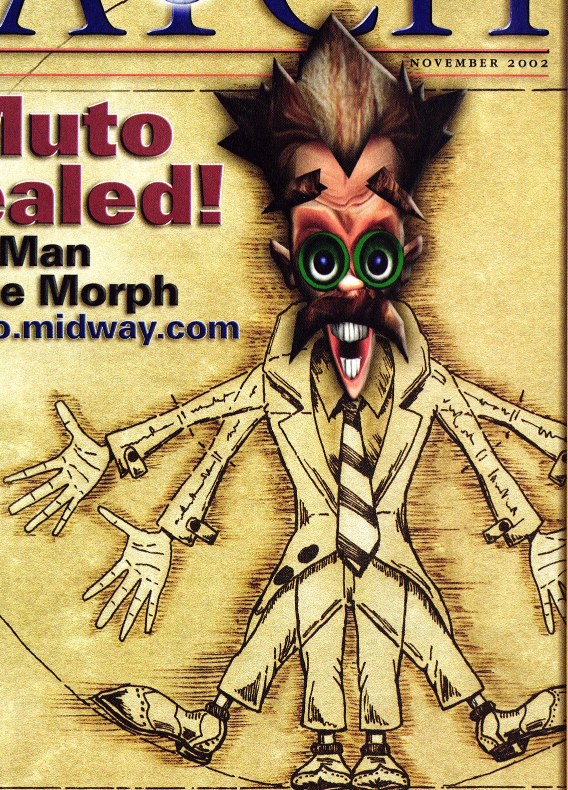
WWW.MIDWAY.COM

NOVEMBER 2002

Dr. Muto Revealed!

Meet The Man Behind The Morph

www.drmuto.midway.com



Burnitall Enterprises

Stock Soars On New World-Domination Franchise

War Over The Worlds

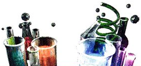
Evil Genuises Who Want To Rule It All

RATING PENDING

RP

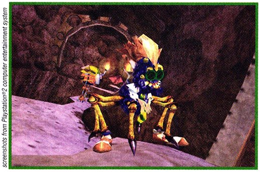
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.



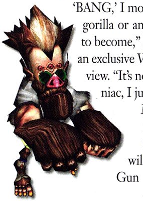
MAD SCIENCE WATCH

The Doctor Is In


screenshots from Playstation®2 computer entertainment system

Dr. Muto, the genius mad scientist whose latest experiment accidentally destroyed his home planet, has been the center of a media frenzy with the unveiling of his amazing new "Splizz Gun" technology. Muto's Splizz Gun enables him to mutate and morph with any living organism in order to accomplish tasks no human could achieve alone.

According to Muto, the Splizz Gun's morphing ability will be key in his attempts to rebuild his world. "I simply sample some DNA and 'BANG,' I morph into a mouse, spider, gorilla or any other creature I see fit to become," Muto madly muttered in an exclusive World News Watch interview. "It's not that I am a megalomaniac, I just want to play God."

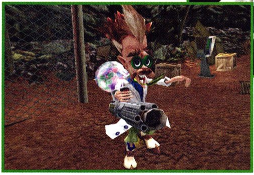


Muto's technology is receiving so much attention and interest that he will begin selling the Splizz Gun through TV infomercials next month. Also, leading videogame publisher Midway has entered into an exclusive deal with the doctor for the release of an action/adventure videogame based on his bizarre and intriguing life and his Splizz Gun technology. Information about Muto's videogame, simply titled, "Dr. Muto," is revealed on www.drmuto.midway.com, which is a website devoted to Muto's universe of baffling puzzles, mind-bending devices, freakish monstrosities and twisted humor.

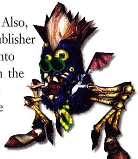
Is Dr. Muto the 21st Century's Einstein, or just another madman? Judge for yourself this fall when "Dr. Muto" the videogame releases for next generation videogame platforms.

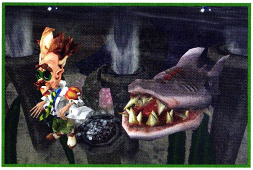
Are You A Man Or A Mouse?

Morph into six strange creatures from a gorilla to a spider using Dr. Muto's amazing Splizz Gun

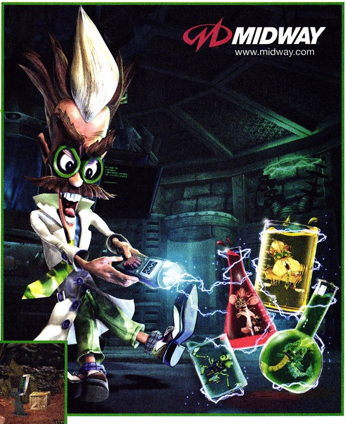


Use a wide variety of gadgets only a mad scientist could invent such as Rocket Boots and the Super Baller



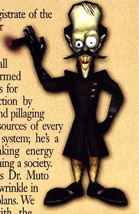


Defend yourself against burly Rent-a-Cops, vicious "Charks," and other henchmen of your rival, Professor Burnitall



PROFILE ON...

Professor Burnitall



As energy magistrate of the Centralis solar system, Professor Gunter Burnitall has outperformed all expectations for energy production by strip-mining and pillaging the natural resources of every planet in the system; he's a master at making energy while demolishing a society. But the genius Dr. Muto has become a wrinkle in his expansion plans. We caught up with the professor recently, who told us, "He's a maniac bent on ruining my beautiful energy empire. That ridiculous Dr. Muto believes he can build a planet from scraps of DNA and terra, then steal my energy reserves as the catalysts! PAH!" Burnital went on to say that Muto is a renegade terrorist and, "My forces will stop at nothing to destroy the horrible little man, no matter WHAT creature he shapes himself into!"

Dr. Muto © 2002 Midway Games West Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. DR. MUTO is a trademark of Midway Games West Inc. Distributed under license by Midway Home Entertainment Inc. TM, ® Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

Dr. Muto™

Fall 2002	Coming Soon	Coming Soon
PlayStation®2	XBOX	NINTENDO GAMECUBE

GAME BOY ADVANCE

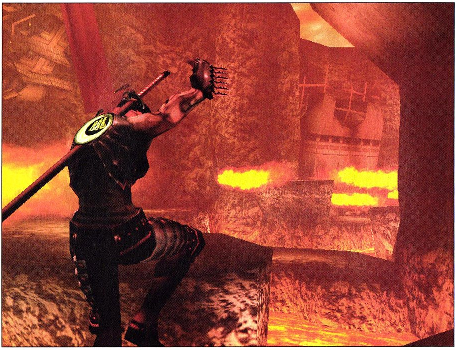
SHINOBI

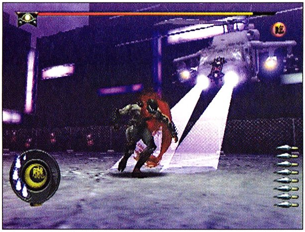
HANDS-ON PREVIEW

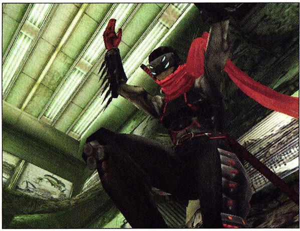
Best installment yet?

Sega's *Shinobi* series is one of the most revered in all of gaming, so don't take it lightly when we say that this is potentially the best installment yet. It obviously looks and sounds better than any of the previous games, but what we're focusing on here is the gameplay—and boy does it ever shine. We've been playing through a preview copy for the past few weeks, and Hotsuma's fanciful attacks have us absolutely hooked. The best game to compare it to would be *Devil May Cry*—you're constantly running, jumping, flipping, warping and spinning all over the place. It also feels darn cool to pull off a lot of the attacks, especially the tate (pronounced "tah-tay") moves, where you can slice multiple enemies in succession for seriously cool kill animations. The gameplay is so cool that we've pretty much overlooked the sometimes repetitive enemies and environments, the game's only real flaws so far.

We're already betting on this being one of the year's hits, so make sure you check back next month for our expansive cover feature on the game. In the meantime, though, enjoy these latest screens we've grabbed for you. But don't get too attached to them. Apparently, even at this stage in the game, Sega is going back and enhancing Shinobi's graphics engine in time for the title's **November** release. So by the time you see it next month, Shinobi could potentially look even better. All we can say is wow.

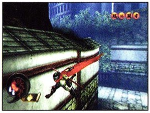


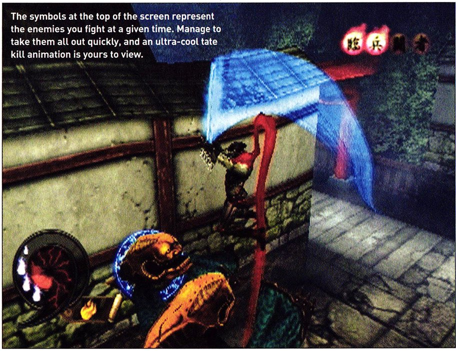




Ninja Power

One of our favorite things about playing as *Shinobi*'s new hero, Hotsuma, is that he can hang on to and run along walls. Not only does it look really cool, but this ability can help you bypass ground-based obstacles or get to areas that are not normally attainable by walking or jumping. You'll even run into sequences where you fight enemies that are also maneuvering along the walls. Sadly, however, for those we remember *Revenge of Shinobi*, Spider-Man does not make a cameo.





The symbols at the top of the screen represent the enemies you fight at a given time. Manage to take them all out quickly, and an ultra-cool tate kill animation is yours to view.

MIDWAY
www.midway.com

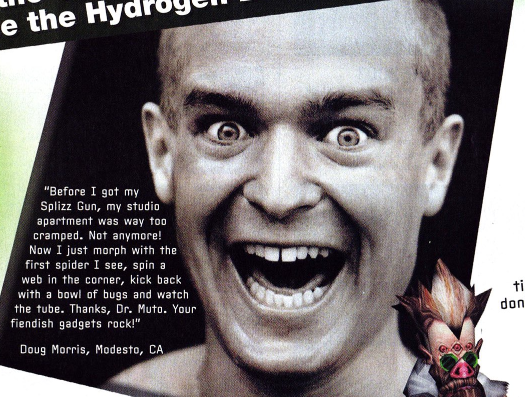
Make your friends envious!
Make your enemies mutate!

Get Yours Today!
You'll LITERALLY Never
Be the Same!

ONLY $49.95

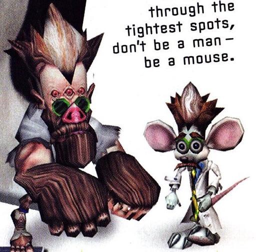
"Dr. Muto's Splizz Gun is the Coolest Invention Since the Hydrogen Bomb!"

AS SEEN ON TV



"Before I got my Splizz Gun, my studio apartment was way too cramped. Not anymore! Now I just morph with the first spider I see, spin a web in the corner, kick back with a bowl of bugs and watch the tube. Thanks, Dr. Muto. Your fiendish gadgets rock!"

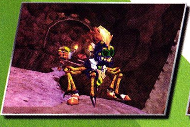
Doug Morris, Modesto, CA



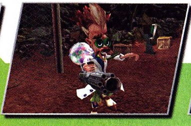
To squeak through the tightest spots, don't be a man – be a mouse.

When the situation calls for brute strength, just go ape.

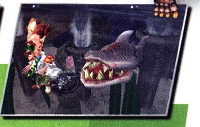
It DICES chromosomes! It SPLICES DNA!



Morph into six strange creatures from a gorilla to a spider using Dr. Muto's amazing Splizz Gun



Use a wide variety of gadgets only a mad scientist could invent such as Rocket Boots and the Super Baller



Defend yourself against burly Rent-a-Cops, vicious "Charks," and other henchmen of your rival, Professor Burnitall

DR. MUTO™

www.drmuto.midway.com

RATING PENDING RP CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

Fall 2002 PlayStation 2

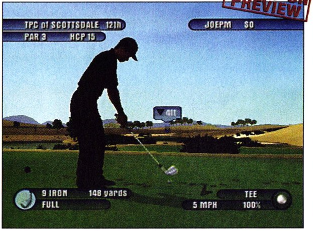
XBOX

Coming Soon NINTENDO GAMECUBE

Coming Soon GAME BOY ADVANCE

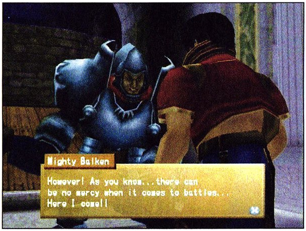
Dr. Muto © 2002 Midway Games West Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. DR. MUTO is a trademark of Midway Games West Inc. Distributed under license by Midway Home Entertainment Inc. TM, ® Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

HANDS-ON PREVIEW

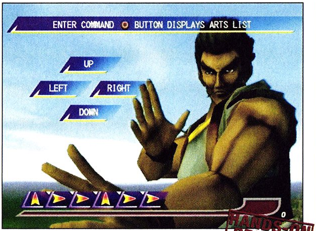


Tiger Woods PGA Tour 2003

Sadly, **EA Sports** is removing from *Tiger 2003* the intriguing "Street Golf" mode we talked about a few months back. But there are still a ton of nifty upgrades from last year's version. The player models look *much* better, for example. There are also a couple new courses, and the all-new SkillZone, which offers minigame-style challenges for a quick fix. Plus, you get extra cash for having a save from last year's game—or other recent EA titles. Cool! Tee up in **November**.


Mighty Bulken

However! As you know...there can be no mercy when it comes to battles... Here I come!!



HANDS-ON PREVIEW

Legaia 2: Duel Saga

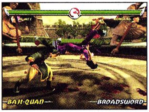
Good things come in ugly packages...at least that's the case so far with **Fresh Games'** *Legaia 2: Duel Saga*. But get past the crunky graphics and the dopey characters, and you'll find a pretty cool RPG lurking underneath. The star here? *Legaia*'s battle system, which lets you string together different attacks to pull off tons of unlockable special moves and combos. Tune in next month to find out if *Duel Saga* is good enough get you to look past its grody exterior.

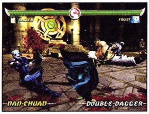
MORTAL KOMBAT: DEADLY ALLIANCE

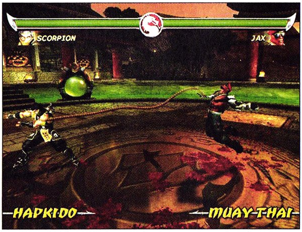
HANDS-ON PREVIEW

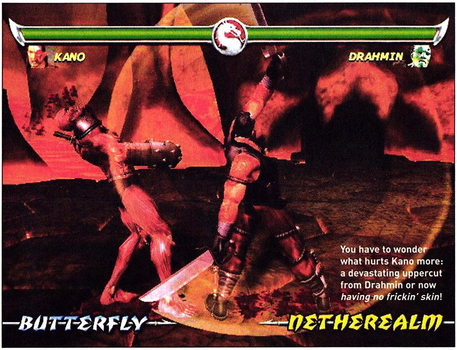
Totally reinvented classic

Unlike many of the recent fighting games that have seen to continue the tales of an aging franchise, the team behind **Midway**'s *Deadly Alliance* has chosen to completely reinvent absolutely everything about the game. Not only have they pushed reset on the storyline, they've also dramatically overhauled the fighting system to the point that it's now arguably one of the most complex out there. By shifting between three seperate stances, fighters can break out completely different types of moves (about 16 or 17 in each stance, by our count), depending on what style they use to fight. As with *Tekken* and *Virtua Fighter*, this game places plenty of emphasis on combos as well as throws and counters, which all go to prove how different *Alliance* is from previous *Mortal Kombat*s. All Kombatants sport two unarmed and one armed stance, with everyone busting out weapons appropriate for their individual and unique styles. Get ready for "Fatality Friday" on **Nov. 22**, when the game hits stores.

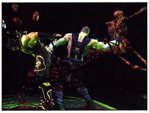








You have to wonder what hurts Kano more: a devastating uppercut from Drahmin or now *having no frickin' skin*!

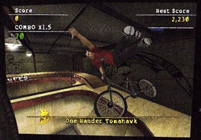


Fatalities

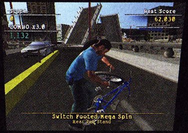
Although lots about *Deadly Alliance* is different from previous *Mortal Kombat* games, the franchise just wouldn't seem right if it didn't still sport some gruesome fatality moves. Although much of what will be in the game come November is secret, we have heard of some spectacular moves involving impaling, exploding and even, in this brutal case, ripping out someone's *entire skeleton*. Ick.

10 WORLD VERT TITLES. 1 EPIC ROAD TRIP.

HOFFMAN
HOFFMAN
DOFFS


Score
0
Best Score
2,230
COMBO x1.5
70
One Hander Tomahawk

Crank out huge airs like 10-time World Vert Champ Mat Hoffman.

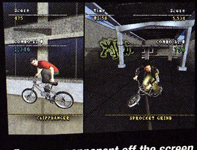

Score
0
Best Score
62,030
COMBO x3.0
1,132
Switch Footed Mega Spin
Rear Peg Stand

The only BMX game to offer flatland tricks.

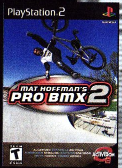
BMX WILL NEVER BE THE SAME...

Jump on the bus with **Mat Hoffman** and ten other top pros for the **ultimate BMX blowout** through eight U.S. cities. Pull hundreds of tricks and combos using the new **Trick Tweaking System** or keep it on the ground with **the only BMX game that offers flatland moves.** Unlock **behind-the-scenes video footage** from Mat's actual road trip and then snap shots of your best tricks for your own **photo scrapbook.** One day on this road trip and you'll know why BMX will never be the same.

MAT HOFFMAN'S PRO BMX™ 2


Score
475
Time
01:58
Score
5,534
COMBO x1.0
1,346
136
CLIPPHANGER
SPROCKET GRIND

Force your opponent off the screen in the O2 exclusive PUSH mode.


PlayStation 2
MAT HOFFMAN'S PRO BMX 2
T
ACTIVISION

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

PlayStation®2 XBOX NINTENDO GAMECUBE GAME BOY ADVANCE Gratuitous Games rainbow STUDIOS HOTGEN

© 2001, 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. PlayStation 2 and Xbox versions developed by Rainbow Studios. GameCube version developed by Gratuitous Games. Game Boy Advance version developed by HotGen Studios. Activision is a registered trademark and Activision O2, Mat Hoffman's Pro BMX and Pro BMX are trademarks of Activision, Inc. and its affiliates. All Rights Reserved. Mat Hoffman is a trademark of Mat Hoffman. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks of Microsoft Corporation in the U.S.A. and/or other countries and are licensed under Microsoft. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. Screenshots are from PlayStation 2. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

ACTIVISION O2 SPORTS REVOLUTION

ACTIVISIONO2.COM

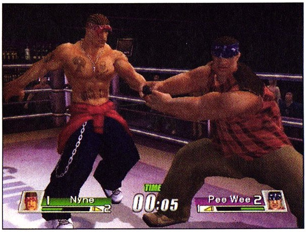
DEF JAM WRESTLING

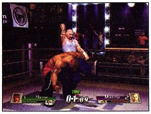
Get yo' wrestle on, up in here!

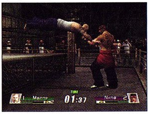
Counterculture ultimately becomes pop culture—that's why you listen to hip-hop and why you've never listened to Diana Krall. It's also why **EA Sports Big** decided to partner with Def Jam Recordings to make a wrestling game. Rappers like games, EA makes games. Perfect marriage. Twelve artists enter this polygamous relationship, all under the Def Jam label. We know 11 of them: DMX, Ludacris, Christina Milian, Foxy Brown, Keith Murray, WC, N.O.R.E., Method Man, Redman, Scarface and Capone. As for the No. 12? Knowing that each is way into game, we're hoping for Ja Rule, L.L. Cool J or Funkmaster Flex. (Heck, why not add 'em all, EA?)

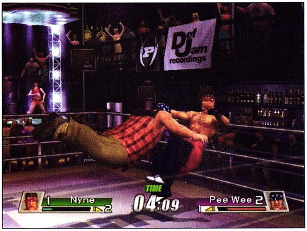
Even though that's quite a roster, the game's strength might lie in its gameplay over its soundtrack. It's being put together by the wrestling stallions who made the Nintendo 64 worth buying, responsible for *WWF WrestleMania 2000* and *No Mercy*.

So how's it all work? Well, you play through the game as a regular schmo (though, granted, your schmo has some seriously toned muscles). Once you reach a certain point, prepare to face off against Def Jam's stable during boss matches. Not a bad reward. Figure out the first rule of this fight club **early next year**.









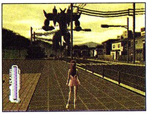
RAD: ROBOT ALCHEMIC DRIVE

HANDS-ON PREVIEW

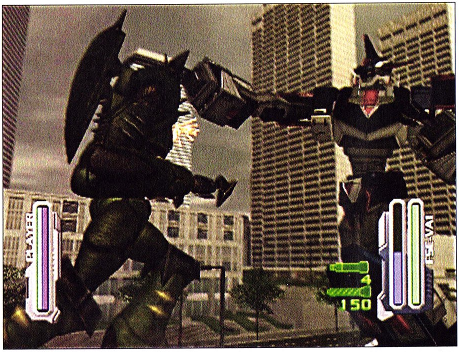
Save the world—as soon as school lets out

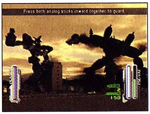
Homework is tough when you have the weight of the world on your shoulders. As the chairperson of a top-secret defense committee, your duty in *RAD: Robot Alchemic Drive* is to single-handedly protect the cities of Japan from giant fighting robots called Volgara—and you're only 17. But your waifish, anime-style boy or girl character isn't truly alone; you have at your disposal your own giant fighting robot (not to mention a personal antigravity generator that allows you to fly to dizzying heights). Sucker-punching Volgara—via innovative controls that use each analog stick to move the corresponding arm of the robot—and leaping tall buildings in a single bound is all in a day's work in **Bandai**'s homage to Japan's Giant Fighting Monsters film genre (complete with scurrying civilians and impassioned, laughably obvious news broadcasts). Is it serious? Is it tongue-in-cheek? We can't tell; maybe you'll have better luck when the game releases in **November**.

A new giant robot has been confirmed off our coast.

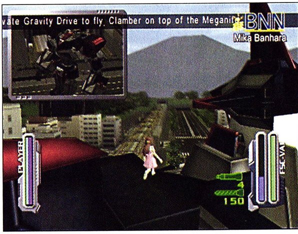


Quit your whining!
We have to do what we can to help!





Press both analog sticks inward together to guard.



vate Gravity Drive to fly. Clamber on top of the Meganit

GRAB YOUR BAWLS AND
RUN LIKE HELL
BAWLS
GUARANA
High Caffeine Guarana Beverage

Enter the "Grab Your Bawls and Run Like Hell POP TOP Sweepstakes" for a chance to WIN

For more details go to WWW.bawls.com/RLH

PlayStation®2

Grab your BAWLS 12-pack at a participating CompUSA near you.

Go to COMPUSA's gamefixx.com for locations.

we're your connection!

MATURE M ESRB Blood, Gore, Strong Language, and Violence

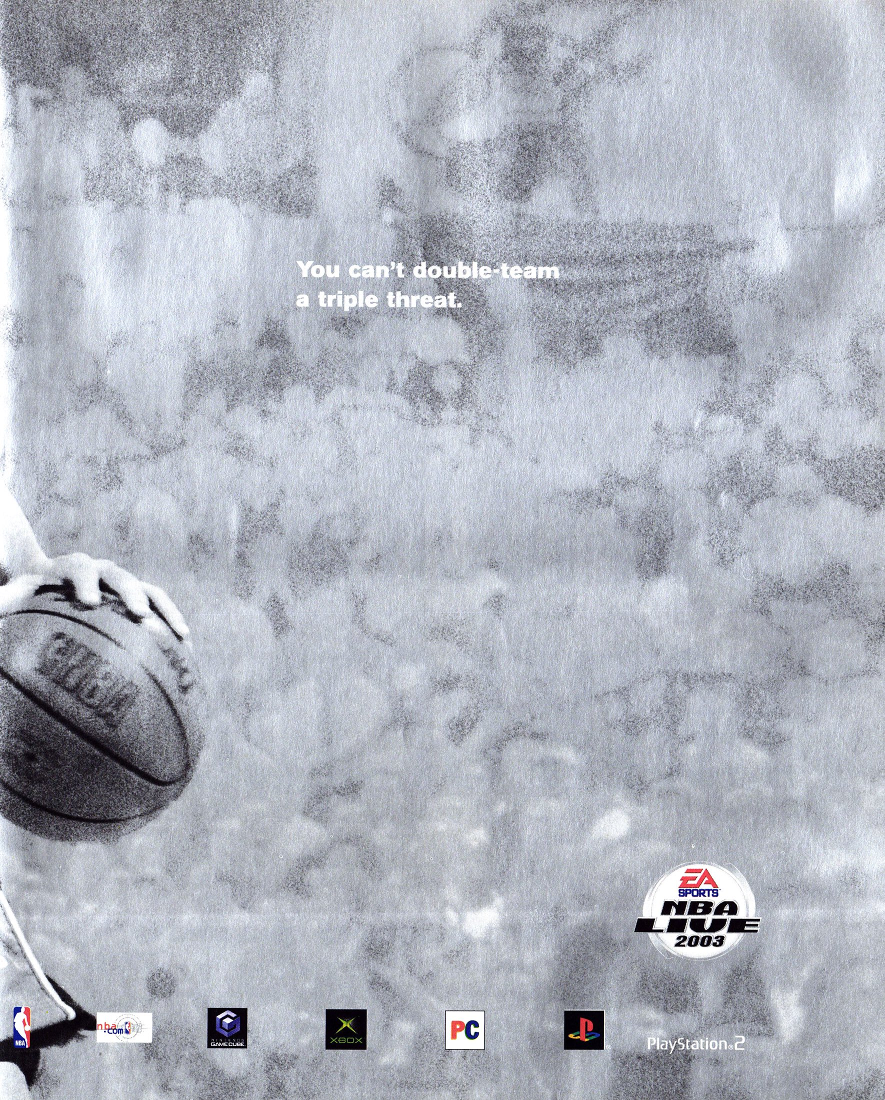
RLH Run Like Hell™©2002 Interplay Entertainment Corp. All rights reserved. RLH Run Like Hell™, the RLH logo, are trademarks of Interplay Entertainment Corp. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Ratings icon is a trademark of the Interactive Digital Software Association. All other copyrights and trademarks are property of their respective owners.

It's in the game.™

EVERYONE
E
CONTENT RATED BY
ESRB

Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

© 2002 Electronic Arts Inc. EA SPORTS, the EA SPORTS logo, It's in the Game, It's in the Game and Electronic Arts are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All rights reserved. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.


You can't double-team
a triple threat.
EA SPORTS
NBA LIVE 2003
NBA
nba.com
NINTENDO GAMECUBE
XBOX
PC
PlayStation 2

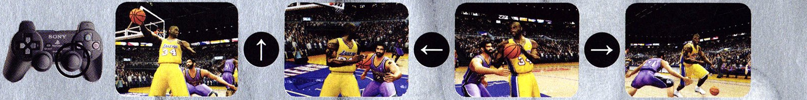
THE THREAT
IS IN YOUR HANDS.
BOTH OF THEM.

WELCOME TO THE RIGHTHAND REVOLUTION.

YOU HAVE THE RIGHT

TO EXPRESS YOURSELF WITH THE RIGHT ANALOG.

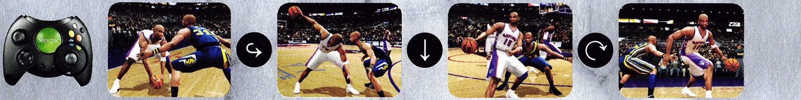
The right to freely express yourself in 360 degrees. EA SPORTS™ FREESTYLE CONTROL. The right to use both hands, to crossover, to stutter step, to spin. To confuse defenders with behind-the-back, through-the-legs, one-handed-palming, backing-down-in-the-paint, fade-away, ball-handling skills. Cuz you'll never make it in the NBA playing with only one hand.



YOU HAVE THE RIGHT

TO BREAK THE DEFENSE ANY WAY YOU SEE FIT.

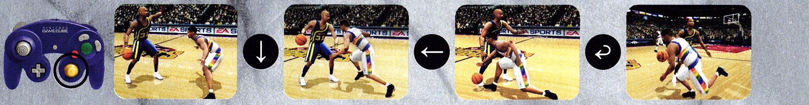
Put together fiendish combinations of 100 new moves and exploit the D. If you cannot afford room for a jumper, room will be provided for you with a little stutter-step fade-away action. Crowded lanes beg to be taken apart with your patented brand of hole-picking-360°-spinning-crossover artistry. String 'em out, spin 'em 'round, leave 'em crying and finish big.



YOU HAVE THE RIGHT

TO DEFEND AGAINST ANY OFFENSIVE FREEDOMS.

The right to form a well regulated-fast-moving-big-balling defensive force. The right to reach into personal space. To perform b-ball blocks like an eight-armed hoop octopus. To borrow without consent, anywhere, any time. To turn hands into brick laying fly swatters. To pound the floor, clean the glass, take the charge and dominate the competition morning, noon and night.



UNDERSTAND THE RIGHTS OF

EA SPORTS™ FREESTYLE CONTROL

IT'S HARDWOOD MAGIC IN THE PALM OF YOUR HAND.
SET YOURSELF FREE.

EA SPORTS
NBA LIVE
2003

nbalive2003.ea.com

EA SPORTS

It's in the game.™

PRODUCTS RANGE FROM RATING PENDING TO EVERYONE

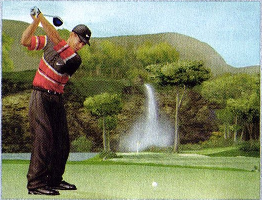
RP-E

CONTENT RATED BY ESRB

© 2002 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo, and It's in the Game are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The name, likeness and other attributes of Tiger Woods reproduced on this product are the trademarks and copyrighted designs, and/or other forms of intellectual property, that are the exclusive property of those licensers and may not be used, in whole or in part, without their respective written consents. PGA TOUR, PGA TOUR and Swinging Golfer design, TPC, TOURNAMENT PLAYERS CLUB, TPC and Swinging Golfer design are trademarks of PGA TOUR, INC. and used by permission. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

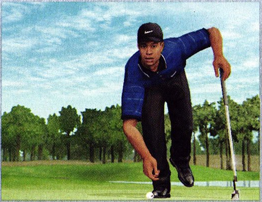
TIGER WOODS

PGA TOUR



New courses that take your breath away. And your nerve.

New competitors who play at a level higher than the grass.



New Worldwide Leaderboard to prove you're the king of clubs.

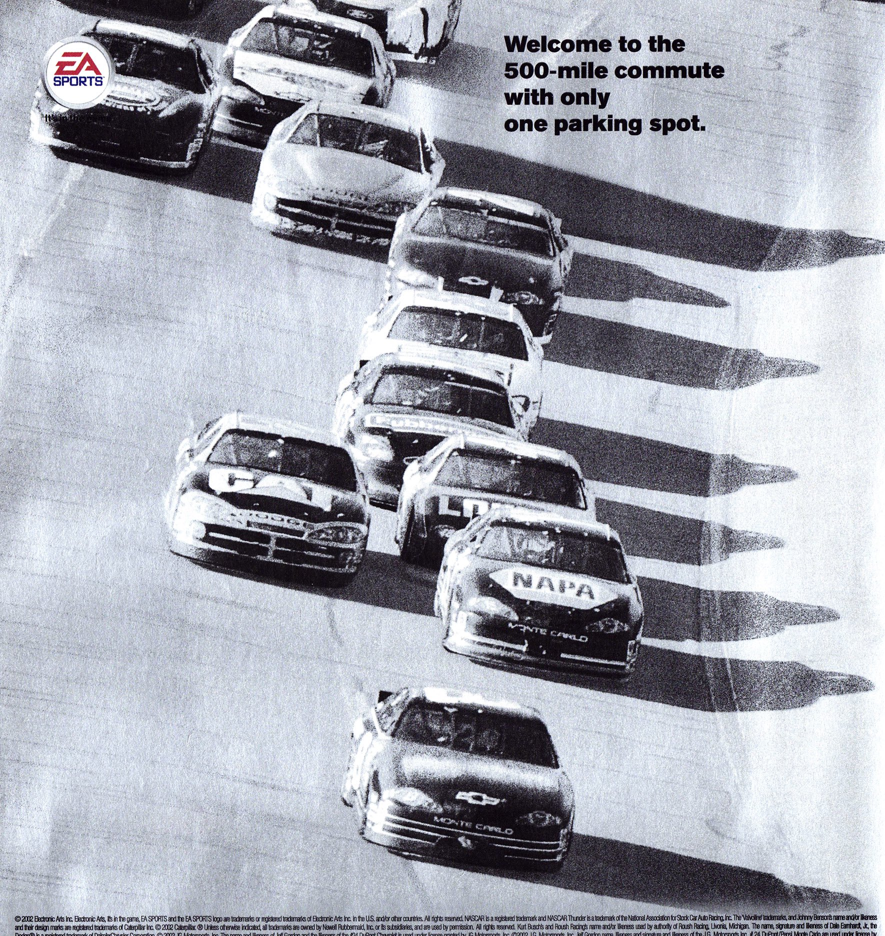
There are many instruments used to remove a man's heart. Most notably, the driver.

EA SPORTS
TIGER WOODS PGA TOUR 2003

Where the best do battle.

PC XBOX NINTENDO GAMECUBE PlayStation 2

easports.com



© 2002 Electronic Arts Inc. Electronic Arts, It's in the game, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. NASCAR is a registered trademark and NASCAR Thunder is a trademark of the National Association for Stock Car Auto Racing, Inc. The 'Valvoline' trademarks, and Johnny Benson's name and/or likeness and their design marks are registered trademarks of Caterpillar Inc. © 2002 Caterpillar. ® Unless otherwise indicated, all trademarks are owned by Newell Rubbermaid, Inc. or its subsidiaries, and are used by permission. All rights reserved. Kurt Busch's and Roush Racing's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. The name, signature and likeness of Dale Earnhardt, Jr., the Dodge® is a registered trademark of DaimlerChrysler Corporation. © 2002 JG Motorsports, Inc. The name and likeness of Jeff Gordon and the likeness of the #24 DuPont Chevrolet is used under license granted by JG Motorsports, Inc. ©2002 J.G. Motorsports, Inc. Jeff Gordon name, likeness and signature and likeness of the J.G. Motorsports Inc. # 24 DuPont/Pepsi Monte Carlo are used under license by and used under license. Dale Jarrett and Robert Yates Racing trademarks are used under license. The 'DeWALT' trademarks, Roush Racing and Matt Kenseth's name and/or likeness used by authority of Roush Racing, Livonia, MI. The yellow and black color scheme is trademark for DeWALT ® Power Tools and Accessories. "Bobby Labonte ®", #18® and "Interstate® Batteries" licensed under authority of registered trademarks of ALLTEL Corp. ExxonMobil marks are registered trademarks of ExxonMobil Corp. The name, signature and likeness of Steve Park are licensed under the administration of Dale Earnhardt, Inc. Licensed by Steve Park Motorsports, L.L.C. The stylized #1, likeness of the #1 race car and the Dale Earnhardt, Inc. crest or script logo are under the administration of Dale Earnhardt, Inc. Pennzoil ® is Michael Waltrip are owned by, and used under license from Michael Waltrip, Inc. and/or Michael Waltrip. The stylized #15, likeness of the #15 race car and the Dale Earnhardt, Inc. crest or script logo are under the administration of Dale Earnhardt, Inc. Ford, Taurus and vehicle model body designs are trademarks of Ford Motor Company and used under license to Electronic Arts Inc. Chevrolet, Monte Carlo, Pontiac, The Way It's Meant to be Played Logo and other NVIDIA Marks are trademarks of NVIDIA Corporation. Nintendo GameCube is a trademark of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used

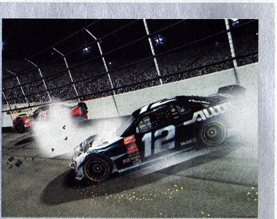
EVERYONE
E
CONTENT RATED BY
ESRB

Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

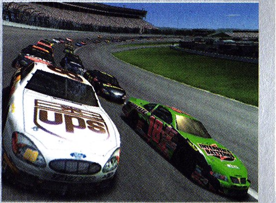
NASCAR

POWERED BY:
gamespy

The way it's meant to be played
NVIDIA



Opponents. Debris. Second place. Evade them all.



Relive great races. Leave tread marks in the record books.

8 fantasy courses. 23 authentic tracks. All hearts racing.

EA SPORTS

NASCAR THUNDER 2003

Now on PC

easports.com

used by authority of MBV Motorsports, LLC, Concord, NC. © 2002 MBV Motorsports/Johnny Benson Enterprises, Inc. Ward Burton and Bill Davis Racing trademarks and likenesses are used under license from Caterpillar Inc. CAT, CATERPILLAR stylized #8, likeness of the #8 racecar and the Dale Earnhardt, Inc. crest or script logo are licensed under the administration of Dale Earnhardt, Inc. © 2002 Evernham Motorsports, LLC. Bill Elliott trademarks licensed by CMG Worldwide. J.G. Motorsports, Inc. PEPSI, PEPSI-COLA, and the Pepsi Globe design are trademarks of Pepsi Co. Inc. UPS®, UPS.COM®, UPS Racing logo®, and the UPS logo® are registered trademarks of the United Parcel Service of America Inc. Joe Gibbs Racing, Huntersville, NC. Penske Racing South, Inc. trademarks, including the #12 and the likeness of the racecar, and Ryan Newman's name and/or likeness are granted by license from Penske Racing South, Inc. ALLTEL marks are a registered trademark of Pennzoil-Quaker State Co. The name, signature and likeness of Michael Waltrip are licensed under the administration of Dale Earnhardt, Inc. The Michael Waltrip trademark and the name signature and likeness of Grand Prix, the Chevrolet "Bow Tie" emblem, the Pontiac "Arrowhead" emblem, and vehicle model body designs are General Motors trademarks and used under license to Electronic Arts Inc. Dodge is a trademark of DaimlerChrysler Corporation. under license from Microsoft. All other car, team, and driver images, track names, trademarks, and other intellectual property are used under license from their respective owners. EA SPORTS ™ is an Electronic Arts ™ brand.

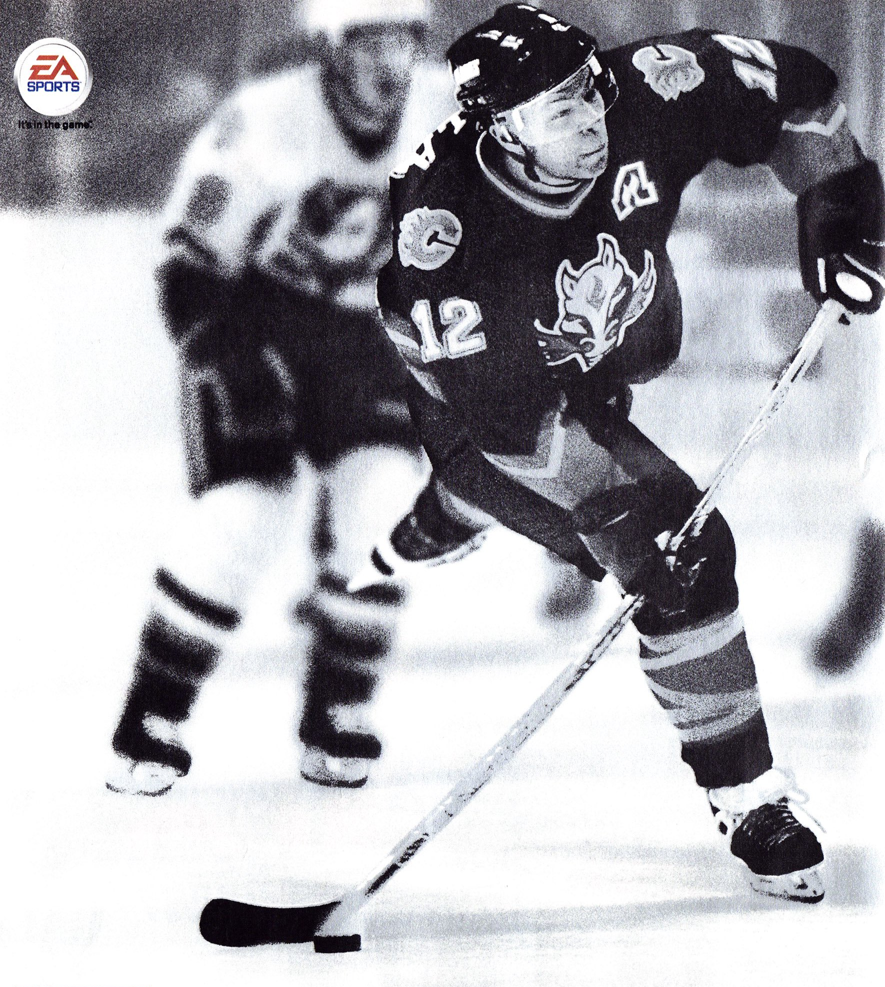
XBOX

NINTENDO GAMECUBE

PC

PlayStation.2

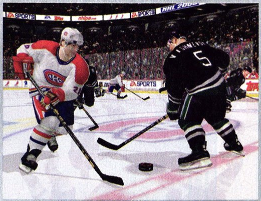
It's in the game.



EVERYONE
E
CONTENT RATED BY
ESRB

Comic Mischief
Violence

© 2002 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo and "It's in the game." are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. NHL, National Hockey League, the NHL Shield and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2002 NHL. All Rights Reserved. Officially Licensed Product of the National Hockey League. National Hockey League Players'Association, NHLPA and the NHLPA logo are trademarks of the NHLPA and are used under license by Electronic Arts Inc. © NHLPA. Officially licensed product of the NHLPA. The names and logos of all stadiums are trademarks of their respective owners and are used by permission. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Nintendo GameCube is a trademark of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.



Dynamic Deke Control. Sweet stick skills to freeze the D.

Fill up the Game Breaker. Then fill up the net.

You got new moves. So do the goalies. It's only fair.

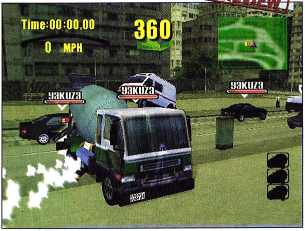
**Every great magician uses a magic wand.
This one makes frozen rubber disappear.**

EA SPORTS
NHL 2003

PC
NINTENDO GAMECUBE
XBOX
PlayStation 2

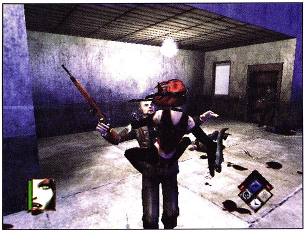
easports.com

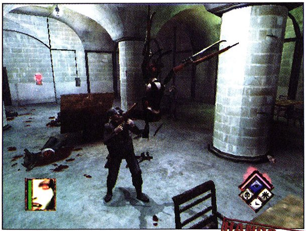
HANDS-ON PREVIEW



Wreckless: The Yakuza Missions

Wreckless was a so-so Xbox game awhile back, and, from all initial appearances with our preview version, it looks to be a so-so PS2 game, as well. It'll likely turn into an amusing way to kill some time in a *Driver*-like way. Unlike on Xbox, however, the graphics won't blow you away, but an interesting PS2-exclusive two-player mode just might pull you in this **fall**: **Activision** forsakes conventional two-player racing by putting both you and your opponent on one screen!





HANDS-ON PREVIEW

BloodRayne

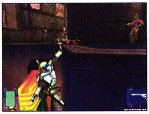
If you don't like looking at the boobs and butts of female vampires, you're probably best off sitting *BloodRayne* out. We've only played a little of **Majesco**'s prospective new franchise, but the in-your-face sex appeal (dare we say "gratuitous"?) is readily apparent after only a level or two. Fortunately, the promise of an enjoyable gameplay experience is there for **Halloween**, as well, with some really cool fighting maneuvers that almost make you forget about the iffy camera.

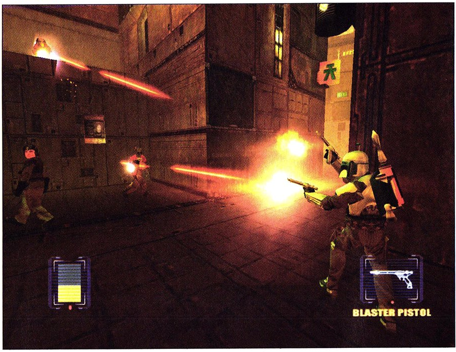
STAR WARS: BOUNTY HUNTER

HANDS-ON PREVIEW

Kill a Jedi today!

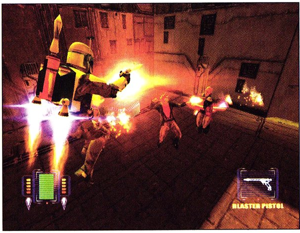
Sure, they're cursed to die under the least glorious circumstances—but at least they look really, really cool while doing it. We're talking about the Star Wars universe's most beloved cult icons: the Fetts. This **November**, **LucasArts** suits up Jango for *Bounty Hunter*, the first game ever to focus on any of the aforementioned armored badasses. Though its look may suggest something of an adventure game, make no mistake—*Bounty Hunter* focuses primarily on intense double-fisted gunplay. Jango initially wields dual blaster pistols (and quite well, we must say), but don't go thinking that's all—expect all sorts of Jedi-snuffing armaments, including a sniper rifle, a rocket launcher, his trusty wrist-mounted flamethrower and, of course, thermal detonators galore. The action takes you through such notable locales as Tatooine and Coruscant, as well as some lesser-knowns, but one thing is consistent—long, intricate, action-packed levels. And lots of fun playing through them.



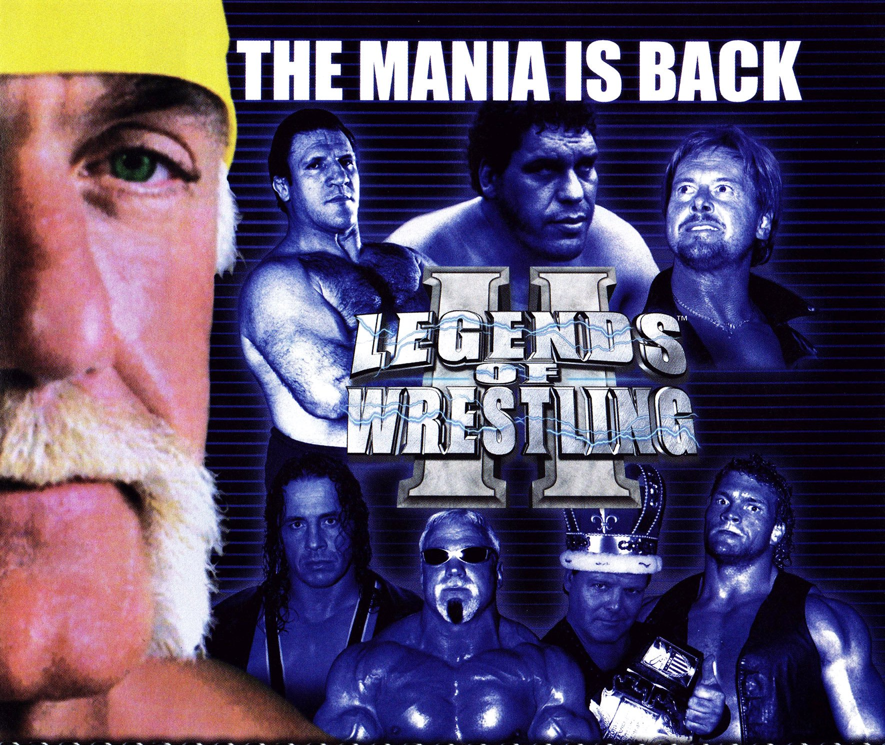


Wanna Fly?

A Fett just isn't a Fett if he isn't flying. Luckily, Jango can take to the sky in *Bounty Hunter*, and he does so with the utmost cool. His jetpack comes equipped with enough juice for several decently sized bursts at any given time, and it takes just a few seconds for it to recharge when not in use. So, the short of it: You should expect to do a whole lot of flying. And since you can shoot your guns while in the air, prepare to deal mad amounts of death from above.



THE MANIA IS BACK



- Over 65 ring warriors • New match types : 6 & 8 Man Tag, Ladder, Cage and Battle Royal

- Body Slam Challenge • All-new storyline career mode • DVD bonus footage and wrestler interviews

Legendsofwrestling2.com

GAME BOY ADVANCE

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

XBOX

PlayStation 2

NINTENDO
GAMECUBE

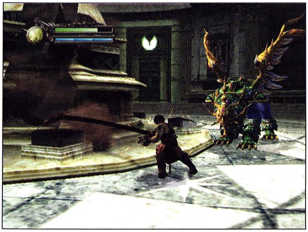
Acclaim
acclaim.com

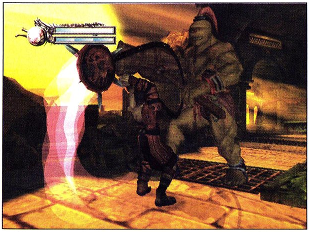
Legends of Wrestling™ 2 and Acclaim ® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. Game Boy and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. Screens shown were taken from the Xbox version of the video game.

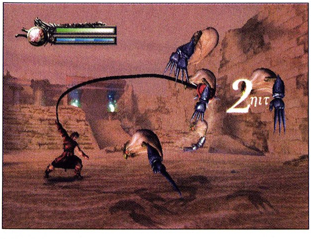
RYGAR: THE LEGENDARY ADVENTURE

True to its name

Thanks to a recent trip to **Tecmo**'s Japanese HQ, we've had a first-hand look at one of the big games for **November**. *Rygar*'s super-sharp visuals and fully orchestrated soundtrack have been strong all through production, but now we've seen more of its awesome gameplay. There are loads of Diskarmors (spinning shields attached to a chains) to collect (each with super attacks), plus tons of combos to pull off. Consider us very impressed.







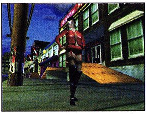
BMX XXX

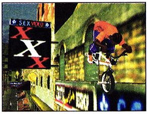
Comedy for the humorless

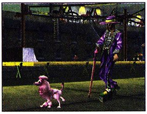
The makers of *BMX XXX* claim this game features "immature humor for mature people." But we're not even sure the same low-rent pranksters who live and die by *Maxim*'s "20 Ways to Score a Babe" list would even sink this low for laughs. Yes, there's cussing. Yes, there are boobs. Yes there's a peanut vendor shouting, "Hot salty nut sack, get your hot salty nut sack here!" No, it doesn't make the game cool or funny. Unless you're talking in that "oh, man, I'm embarrassed for the guys who made this" type of way.

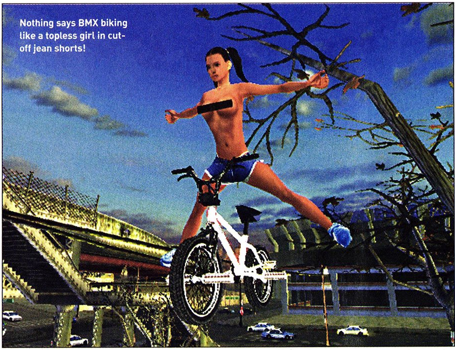
As harsh as we sound about the content, there is a bright light: the gameplay. That's because *XXX* is *Mirra* without Mirra (nor any licensed riders or sponsors). The timer is gone, so you can wheel around one of eight freshly modeled areas without feeling rushed. Talk to the edgy locals (a pimp, a mumbling subtitled bum, vendors) to get assigned any one of 20 challenges. There's also an extensive Rider Edit mode for created riders. And, yes, that rider can be a topless girl. "The nipples are actually modeled, you know, for realism" we're told.

We don't know why **Acclaim** is risking its strongest franchise this **October**. The gameplay innovations are strong. But collecting coins around different levels to earn a 12-year old's wet dream—you can unlock a peep show with a real woman with real (maybe fake) breasts—feels like a half-assed idea not worth a laugh.

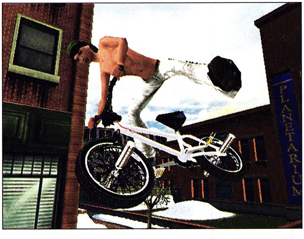








Nothing says BMX biking like a topless girl in cut-off jean shorts!



Create-A-Rider

Whether you want a backwards ball cap, a pair of knee-length shorts or a chick unafraid to bare all (like this one to the left), you can make it happen in *BMX XXX*. Create-A-Rider is the game's most admirable feature (unless you like potty humor—which nothing can "top"!). Seriously, though, you can do whatever you want, and the interface is snappy-quick so you won't have to wait for things to load. Since there are no pro riders, it really makes this feature stand out.

intec

Turbo Shock 2 Controller

Features Turbo Function
For AutoFire Capability

Game Screen

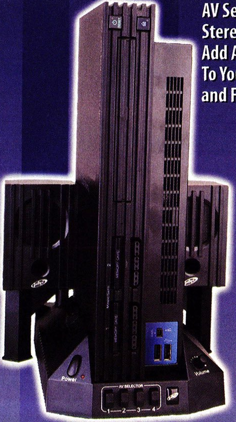
Full Color Game Screen Allows You To
Play Games, Home Videos
& DVD's Anywhere!

Cyber Shock 2 Controller

Programmable Allows Up To 12 Difficult
Multiple Moves To Be Programmed Into
One Button!

Game Sound System

AV Selector and
Stereo Speakers
Add A Blast
To Your Gaming
and Favorite CD's!



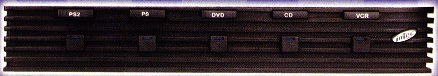
DVD Remote, Multitap & Horizontal Stand

Wireless Control, 4 Player Multitap,
Organize PS®2 Games and DVD's with Style!

INCLUDES!
Remote Control

Game, Audio & Video Selector

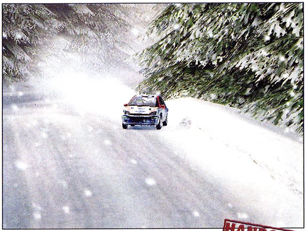
Connect Up To 5 Components!
Easily Switch To Game Console, TV, VCR, DVD, Tuner and More!



Attitude For Your PlayStation® 2!

Available at R ZONE at TOYS "R" US TOYSRUS.COM

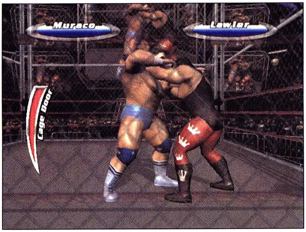
PlayStation® 2 is a registered trademark of Sony® Computer Entertainment Inc. These items are produced by Intec and are not manufactured, sponsored, endorsed or distributed by Sony® Computer Entertainment Inc.

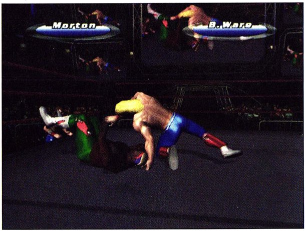


HANDS-ON PREVIEW

Colin McRae Rally 3

Sure, Americans may not dig rally racing as much as the rest of the world, but you'd never know that based on the influx of such games headed our way this **fall**. Our early pick for rally champion? *Colin McRae Rally 3* from **Codemasters**. Beyond its obvious lineage of great PSone rally titles, the fact that we've seen it in action only bolsters our prediction. In addition to great damage effects, the realism extends so far as actual player models of Colin's crew and navigator!





Legends of Wrestling II

If you didn't play the last *Legends of Wrestling* from **Acclaim**, don't pick it up now. The sequel will blow it away. The roster is the game's big plus, and now they've added Rowdy Roddy Piper, Hacksaw Jim Duggan and Big John Studd. Plus, Andy Kaufman. Yes, that's right, the king of mean comedy. There are also a few new match types (Ladder and Cage), plus previously unseen footage of the wrestlers that can be unlocked that makes use of the DVD. The bell rings in **October**.

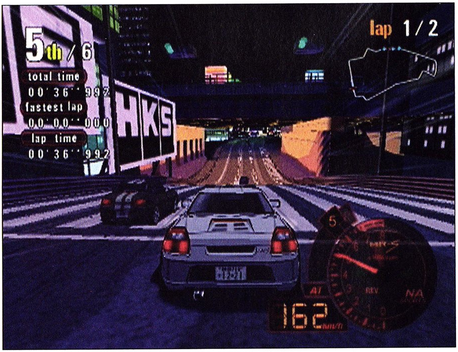
AUTO MODELLISTA

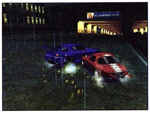
HANDS-ON PREVIEW

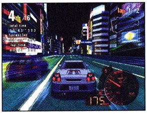
A lot more under this hood

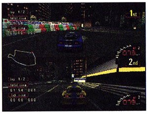
Capcom just released *Auto Modellista* in Japan, so we haven't wasted a minute to dive right in. Our verdict? There's much, much more to this game than just those flashy cel-shaded graphics we've all been marveling at the past few months. Most importantly, it plays really well, somewhere in between a *Gran Turismo* and a *Ridge Racer*—it feels both arcadey and simmy at the same time. *Tons* of customization exists in the game, too, allowing you to alter your vehicle in just about any way you could possibly see fit (see sidebar). One of the coolest aspects of this is that you can go online and trade your customized cars with others. People can check them out in a virtual *Destruction Derby*-style arena, where you can show off your vehicle and chat at the same time.

Racing against others online is pretty solid, though we noticed a few hiccups here and there (opposing cars tend to jitter a little). It'll be interesting to see how well Capcom can pull off the online portions of the game in the States this **November**. But for those not interested in playing online, the Garage Life mode offers plenty of *Gran Turismo 3*-style challenges, as well as an incredibly in-depth replay mode that allows you to remix your replays with lots of video and audio effects.



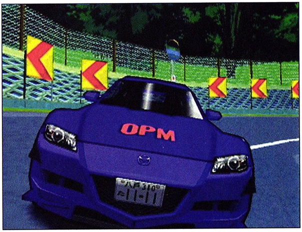


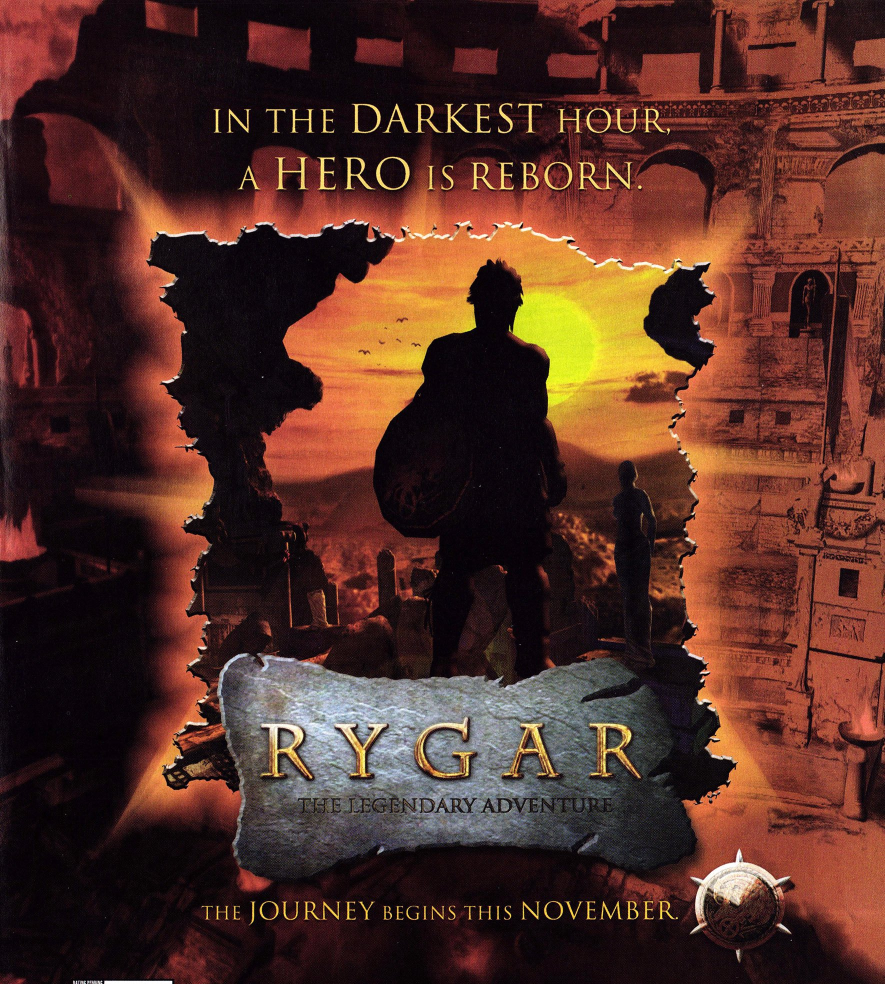




Customization

One of *Auto Modellista*'s greatest accomplishments is the sheer amount of customization available to you. You can load cars up with all sorts of parts, then paint them any way you like. Then come the stickers and decals: Choose from a whole selection of auto makers, or even make your own (check out Sammy K's OPM-Mobile to the right). And here's where you know they're taking customization to absurd levels: You can even decorate your garage with items that you unlock in racing!




IN THE DARKEST HOUR,
A HERO IS REBORN.
RYGAR
THE LEGENDARY ADVENTURE
THE JOURNEY BEGINS THIS NOVEMBER.

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

TECMO | 100% GAMES

PlayStation 2

Tecmo, Inc. PMB #5553 21213-B Hawthorne Blvd., Torrance, CA 90503 *p* (310) 944-5005 *f* (310) 944-3344 Rygar: The Legendary Adventure™. ©Tecmo, LTD 2002. Tecmo® and the Tecmo logo are registered trademarks of Tecmo LTD. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

PLAY ONLINE

ATV Offroad Fury 2

We're expecting to have **Sony CEA**'s online-enabled racer in Reviews next month (it does, after all, come out in **November**), but until then we figured we'd lay a couple more teaser screens on you. The big addition to this sequel is the selection of minigames, including Tag, Hockey, King of the Hills and Treasure Hunt. The engine has also been revamped to take advantage of dynamic terrain (mud, sand, water, etc., all affect handling). Plus: four-way online play!

TIME LIMIT
357'18
POINT
000000
KONAMI
000%

HANDS-ON PREVIEW

Evolution Snowboarding

For the aggressive snow bunnies, **Konami** presents a sort of *Road Rash* meets *SSX*. We're not sure how many people long to roundhouse kick a fellow boarder while cruising down a steep hill, but this one demands that you strap on your best kickin' boot. At least it includes Salt Lake silver medalist Danny Kass, but it doesn't feature much more than fisticuffs. Maybe we'll get more excited about this non-*SSX* snowboarding game when it comes out in **November**. But we doubt it.

EVOLUTION SKATEBOARDING

HANDS-ON PREVIEW

Skateboarding for non-skaters

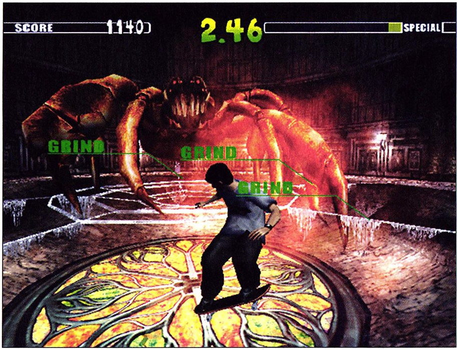
You've been too locked down with action and adventure games (*Metal Gear Solid 2*, *Ico*, *Medal of Honor: Frontline*) to hop onto the *Tony Hawk* bandwagon. But that voice is persistent. The one saying, "Skate, baby, skate!" Many are there right now, and that same elbow-pad-and-helmet-wearing crew feels like it's too late to drop into the *Hawk* franchise. Understandable. Foolish, but understandable.

So if you don't eat, sleep and breathe rail slides, but you have a yearning to pick up hotties at the local skatepark with Solid Snake, **Konami**'s got just the thing. The catch is that there are boss fights. To progress through the 12 levels with any of the eight pro skaters (Danny Way and Arto Saari, to name a couple) you'll have to grind the turret off a pissed-off tank, or kickflip the legs off a creepy-crawly arachnid.

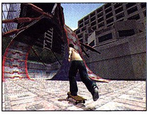
Each character you play as has his own storyline, which places each in only eight of the 12 levels, thus enhancing the replay value. Problem is, especially for *Hawk* experts, the number of challenges is limited—there are only five to seven missions per level (*Hawk 4* has boned-up to 21 per). Another shortcoming is the amount of tricks—only 70 total, which is sparse compared to the big boys. But since this is for the other skaters, it should be a comfy fit.

One super-dope feature lets you edit the replays of your run, meaning you can cut and slice and basically make your own skate video—a cool tool worth wasting your time on. Besides that, fully customizable skaters do their thing on fully customizable boards—you don't just get to place stickers on your board, you get to pick where you place them. Very cool.

Like we said, if you're not part of the *Hawk* camp, you've got to join the skate revolution somewhere. This might as well be the game. Drop in **Oct. 29**.



SCORE
28796
SPECIAL
STOCK
2
SWITCH
TailGrab
283



HOW TO BE A BETTER
G·A·M·E·R

GAME YOUR WAY AT BLOCKBUSTER®
Rent and buy games and systems. BLOCKBUSTER is all about gamers now. Big new game section. Tons of copies, guaranteed to be there. And you can buy previously-played games for next to nothin'. Need we say more?

USE COMMON SENSE
Anything claiming to be free has to be a sure thing. Unlike your last date, this one is for real.

BLOCKBUSTER

rent one, get one free!

Rent one (1) game, get a second game of equal or lesser value free. Free and paid rentals must be taken at the same time. Excludes equipment and movie rentals. Not valid with any other discounts or offers. You may not redeem multiple coupons during same visit. Membership rules apply for rental. Customer responsible for all applicable taxes and extended viewing fees. This coupon may not be exchanged for cash, sold, transferred or reproduced and must be relinquished at the time of redemption. Offer valid only at a participating BLOCKBUSTER® store. Credit will be applied to lowest rental price. Cash redemption value 1/100¢. Void if lost or stolen.

EXPIRES November 30, 2002

BLOCKBUSTER name, design and related marks are trademarks of Blockbuster Inc.
© 2002 Blockbuster Inc. All rights reserved.

5610UJ00048

EVERYTHING EXPIRES
Open your fridge and take a big fat whiff of your milk. Nothing lasts forever. So get your butt movin'.

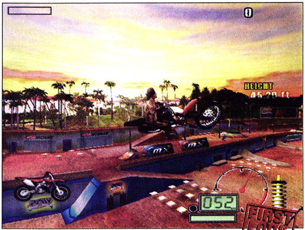
KNOW YOUR CODES
Open all levels with this cheat? Maybe. If not, try dialin' it. You might just get yourself a date.

TRIM HERE
Rip it, tear it, or pull it out. Whatever you do, DON'T run with scissors.

BLOCKBUSTER®

RENT. BUY. GAME YOUR WAY.™

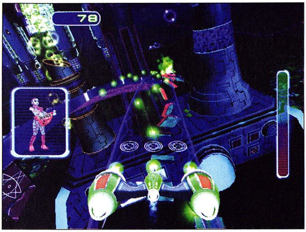
See your participating BLOCKBUSTER store for complete details on pre-played games and our "Guaranteed In Stock" offer on select game titles for rent.
BLOCKBUSTER name, design and related marks are trademarks of Blockbuster Inc. © 2002 Blockbuster Inc. All rights reserved.

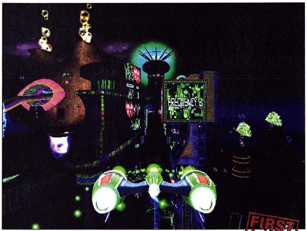


FIRST LOOK

Freestyle: MetalX

Believe it or not, there are still a few publishers out there that haven't given us a motocross game in recent years. Well, you can scratch **Midway** off that list come **next year**. As you might expect from the title, *Freestyle: MetalX* focuses squarely on the stunt-performing aspect of the sport, leaving the racing to games like *MX Superfly* and *Freekstyle*. As real and fictional freestylers, mix and link stunts while getting big air in the game's 10 huge levels.





FIRST LOOK

Frequency 2

If you liked the original *Frequency*, you'll be completely psyched to hear that the sequel, tentatively scheduled for a **spring** release, offers many more features. Most notable is the fact that the musical tastes of **SCEA** and developer **Harmonix** have broadened dramatically. Instead of tunes with a more electronic bent, *Frequency*'s new lineup is incredibly eclectic, including bands like Weezer and Garbage. You can also collaborate on mixes, chat and challenge other players online.

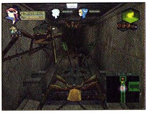
BREATH OF FIRE V

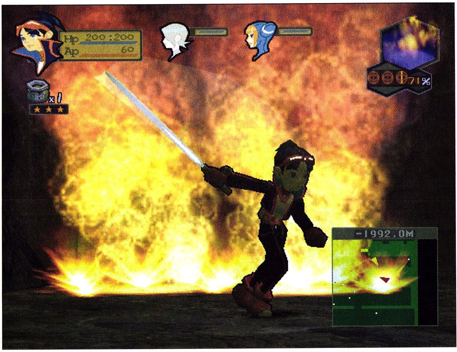
Capcom prepares for battle

"Up until now, all we've done is fantasy, so we wanted to try something new," says *Breath of Fire V*'s producer, Hironobu Takeshita, regarding the new futuristic sci-fi look for **Capcom**'s long-running RPG series. Featuring an underworld setting overrun with technology, plus a quest that sets a band of adventurers on a path toward their planet's surface, *Breath V* represents a massive departure from the rather traditional Capcom offerings of the past. Similar to what the futuristic *Final Fantasy VII* did for Square's benchmark series, it's also possible that *Breath V* could finally push the franchise into the spotlight. From the super-stylish, cel-shaded graphics to the new orchestral soundtrack (which ranges from cool rhythm-heavy dungeon tracks to very *Final Fantasy Tactics*-sounding melodies), this *Breath* finally *feels* like a quality product capable of standing next to its competitors.

Takeshita's team has even retooled the battle system for this new installment. "This time we went for something that incorporates action, RPG and simulation elements all in one," he says. While turn-based, the battles rely on a sphere grid that allows you to move freely inside for better positioning. Environments even come into play in that you can trap enemies, and you can still transform into dragon forms. What's also cool about the battles is that there's no transition between them and the real world—stumble upon an enemy and you'll fight right then and there.

Takeshita also plans to up the replay value in a rather innovative way. "This game is designed to be rather difficult," he says. "People may find that after playing halfway through the game, they'll need to restart completely from the beginning." Thankfully, it's not quite as bad as it sounds—you can restart the game with all of your earned character data and open up new areas a second time through. "We don't want to make people mad if they've played 27 hours in and have to start over, so we're going to make sure to balance this aspect correctly." It's an interesting concept, sure, and it'll be even more interesting to see if his team can pull it off. We'll just have to wait until **spring** to find out.





To Your Advantage

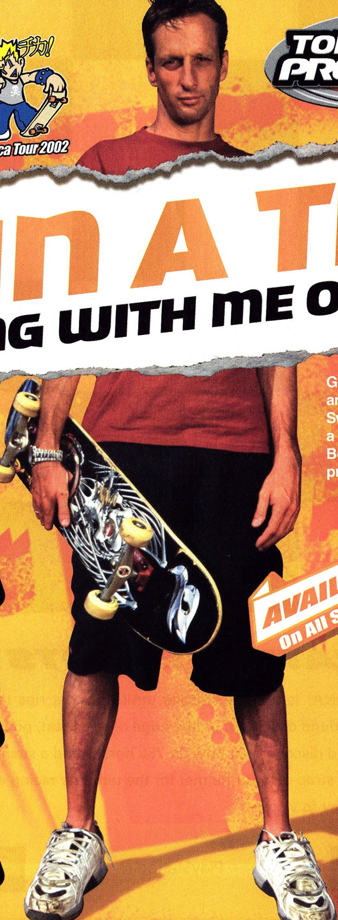
Since all of the battles take place on the main game engine, you can often take enemies by surprise before entering each fight. It's usually possible to get in an early slice with your sword, but more fun is when you distract enemies with meat (watch as they swarm around it) or toss bombs their way. Unfortunately, this can work against you, too: enemies can also get in the first hit.

ACTIVISION O2 Presents

Tony Hawk's BOOM BOOM HUCKJAM®

North America Tour 2002

TONY HAWK'S PRO SKATER™ 4

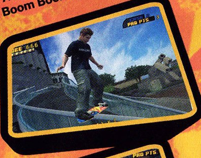


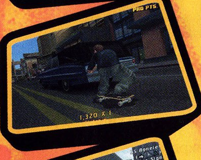
WIN A TRIP

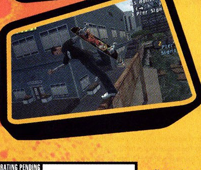
TO HANG WITH ME ON TOUR!

Join the best in Skate, BMX, MotoX, and live bands in the only Action Sports show that matters- Boom Boom HuckJam.

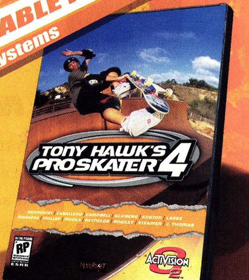
Go to www.activisionO2.com/hawk and enter the "Tour with Tony" Sweepstakes for your chance to win a trip to meet Tony Hawk at Boom Boom HuckJam and other cool prizes. Register today!




PRO PTS
1,320 X 1



AVAILABLE FALL 2002!
On All Systems


TONY HAWK'S PRO SKATER 4
BURNQUIST | CABALLERO | CAMPBELL | GLIFBERG | KOSTON | LASEK
MARGERA | MULLEN | MUSKA | REYNOLDS | ROWLEY | STEAMER | J. THOMAS
RP
NEVERSOFT
ACTIVISION O2

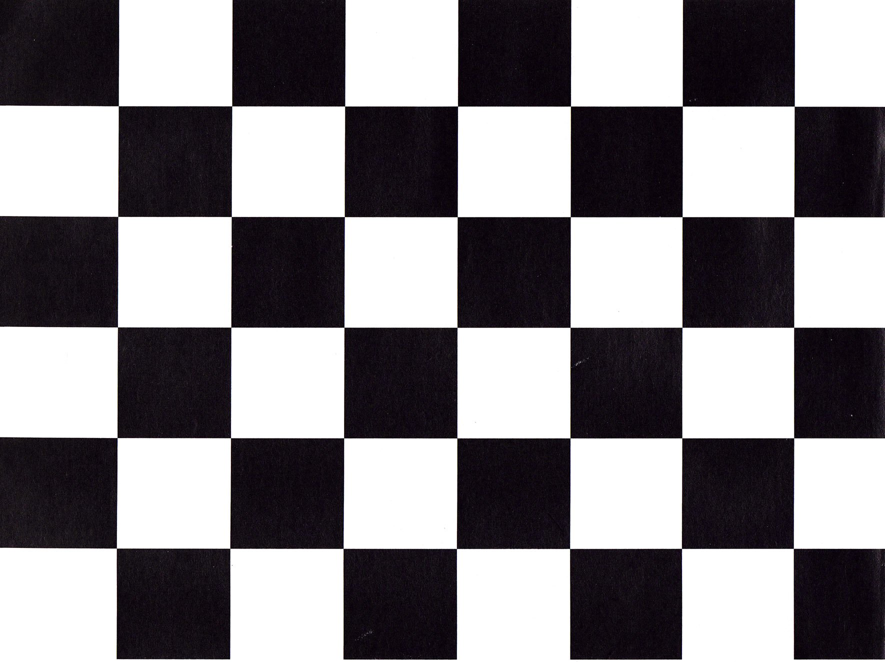
RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

No purchase necessary to enter or win. Sweepstakes period 9/3/02 to 10/30/02. Open to United States legal residents excluding Florida at least 13 years old. Void where prohibited. Go to www.activision02.com/hawk <http:www.activision.com/hawk> for official rules. Tony Hawk's Pro Skater™ 4 © 1999-2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision O2 and Pro Skater are trademarks of Activision, Inc. and its affiliates. All Rights Reserved. Tony Hawk is a trademark of Tony Hawk. Developed by Neversoft Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

NEVERSOFT

ACTIVISION O2
SPORTS REVOLUTION™



EVERY NATION HAS ITS FLAG.

NASCAR® Dirt to DAYTONA® is a white-knuckle thrill ride that rips through four different intense NASCAR® series. Slide around dirt tracks on the edge of your seat, pull a few G's in a Modified, trade paint with other trucks and discover just how far 750 horses and a steering wheel can take you in the NASCAR® Cup Series. So strap on your helmet for the ultimate racing experience. And remember to salute the flag on your way to victory.

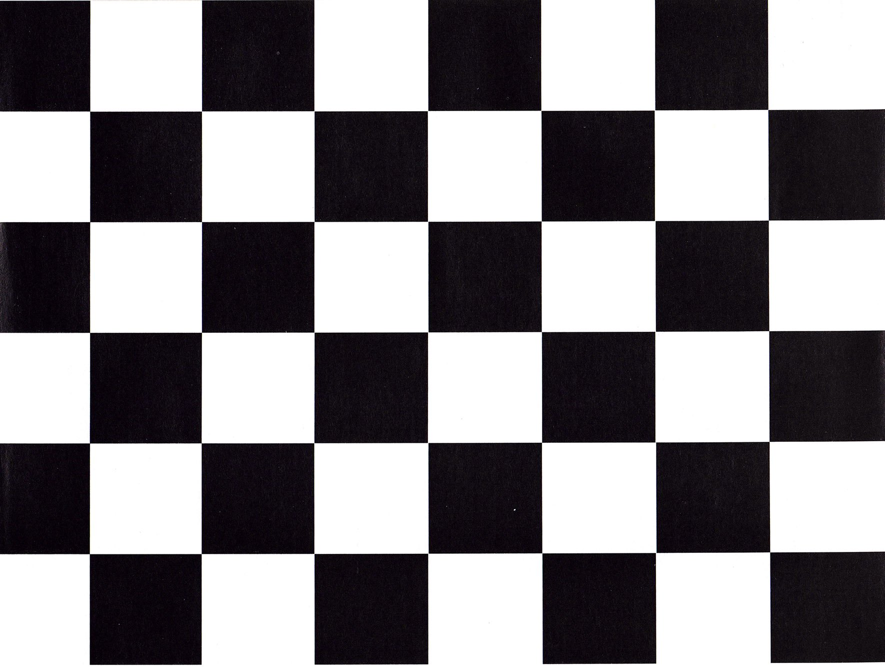
EVERYONE E CONTENT RATED BY ESRB

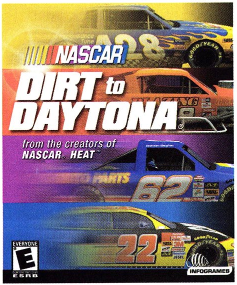
PlayStation 2

NINTENDO GAMECUBE

INFOGRAMES™

© 2002 Infogrames, Inc. All Rights Reserved. NASCAR ® is a registered trademark of the National Association for Stock Car Auto Racing, Inc.; TM, ®, and the Nintendo, GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. CAT and Caterpillar are registered trademarks of Caterpillar Inc. © Caterpillar 2000 The trademarks of "Bill Davis Racing" and the number 22 are licensed under the permission of Caterpillar. Ward Burton's likeness and signature are licensed under permission of TSII. Winston-Salem, NC; John Andretti ~ Officially licensed by Petty Marketing Company, L.L.C. "the General Mills Trademarks used under license." DAYTONA ® is used under license from International Speedway Corporation.



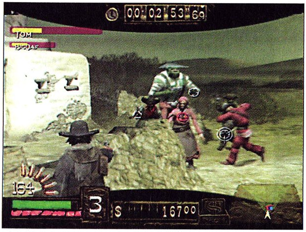

NASCAR
DIRT to DAYTONA®
from the creators of
NASCAR® HEAT™
EVERYONE
E
CONTENT RATED BY ESRB
INFOGRAMES

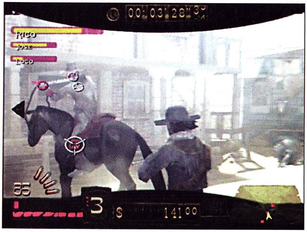
RED DEAD REVOLVER

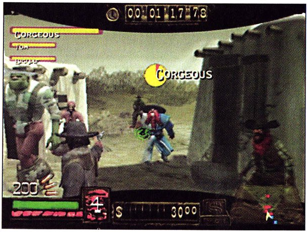
HANDS-ON PREVIEW

Draw!

Similar to how *Maximo* remained true in spirit to **Capcom**'s *Ghouls 'N Ghosts* games of yesteryear, *Red Dead Revolver* is an homage to the arcade classic *Gun.Smoke*. It also attempts to re-create classic spaghetti western movies with lots of gunslinging, horseback riding, and silly comedy sequences, all of which seem to be pulled off quite nicely so far. *Red Dead* is also quite a looker, with a custom graphics engine created by Angel Studios (*Smuggler's Run*, *Midnight Club*). We like what we've seen of so far, but not so much as with what we've heard: the music just has this *perfect* western flair. You'll hear what we mean next **March**.







NBA 2K3

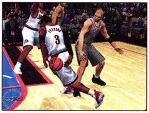
HANDS-ON PREVIEW

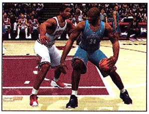
The best keeps getting better

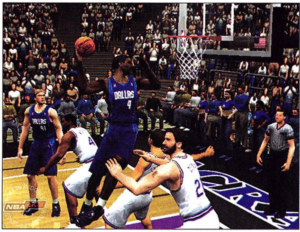
It's subtle, and you'll have to get into a few games to notice, but Ben Wallace has two different hairstyles in *NBA 2K3*: a fro and braids. This is just a small detail in a masterfully done game, but it's a sign of the care and attention being put into the little things. As most sports gamers know, the little things make a big difference.

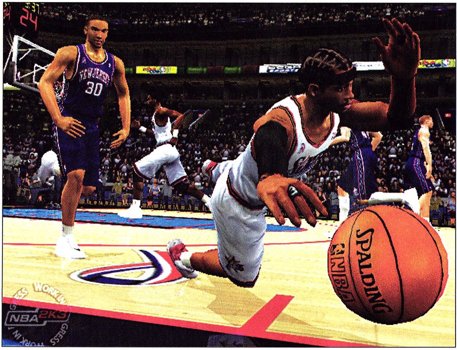
The sweetest new feature is the ability to change your shot in mid-air. If you're going to get stuffed by Shaq while trying to throw down one of 200 dunks, just press X a second time and you'll try scooping it off the backboard. It makes a big difference when your tiny guard realizes he's bitten off more than he can chew. Another big play by **Sega Sports** and **Visual Concepts** was to incorporate diving into the game. While not seamless, the animation is much tighter than a goofy bellyflop. If the ball is headed out of bounds, your players attack the ball instead of watching it roll.

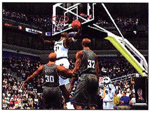
Probably one of our favorite features is the ability, on the street courts, to pick your team. Instead of getting stuck with Shaq, Kobe and the other guy, you can pluck Kevin Garnett off the Wolves for a serious three-man all-street team. The real hoops season begins **Oct. 22**.











Dunkadelic

There's nothing funkier than a big ol' slam dunk that embarrasses your opponent, fires up your team and, least of all, puts two points on the scoreboard. With *2K3* there are over 100 dunks in all, way more than last year. We saw Kevin Garnett throw down a series of big dunks, like the one to the left. There are different dunks for power dunkers than there are for flashy dunkers.

WWE SMACKDOWN! SHUT YOUR MOUTH

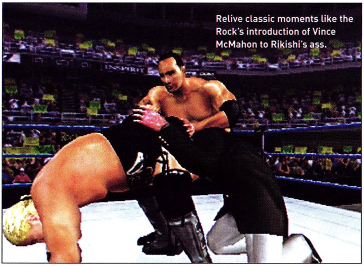
HANDS-ON PREVIEW

Less yappin', more grapplin'!

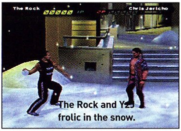
While solid in pure gameplay, the last *SmackDown!* disappointed when it came to just about anything else. This **November**, *Shut Your Mouth* maintains *Just Bring It*'s great playability and juices it up with more superstars than ever before. Hollywood Hulk Hogan, Diamond Dallas Page, Rick Flair, the nWo and the rest of the WWE have been jammed into **THQ**'s virtual locker room. Even more welcome, you can now journey through a multiple-path Career mode where the outcome depends not solely on defeating opponents, but whether or not a wrestler can win over the crowd. And Create-A-Wrestler? Better than ever, now with an interface freeing you from the difficult series of menus and options.

Maintaining fan momentum remains paramount, and THQ has added several match types to hype the crowd into a fury, including Elimination Tag, Six-Man Tag and the Slobber Knocker, a falls-count-anywhere brawl where the entire building becomes a weapon. Even traditional contests like handicap matches get a facelift, as one player can control all wrestlers.

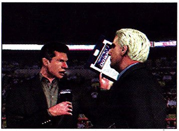
Starting with a draft, Career mode re-creates the last year of actual *SmackDown!* right down to the different costumes worn by the superstars, then evolves into a Franchise where anything can happen. Fans concerned that their favorite *Raw* wrestlers won't be a part of this title since the WWE employed its "Brand Extension" shouldn't worry, as THQ keeps the entire roster intact. And, perhaps more importantly, Stacy Keibler now wears pink panties.

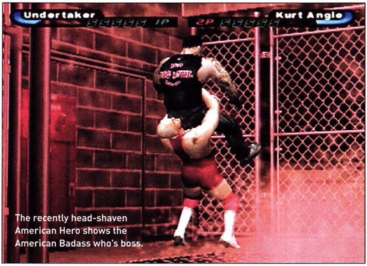


Relive classic moments like the Rock's introduction of Vince McMahon to Rikishi's ass.

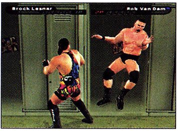

The Rock
Chris Jericho

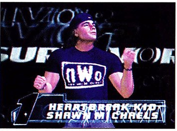
The Rock and Y2J frolic in the snow.

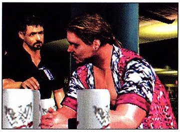


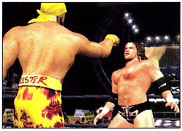

Undertaker
Kurt Angle

The recently head-shaven American Hero shows the American Badass who's boss.


Brock Lesnar
Rob Van Dam

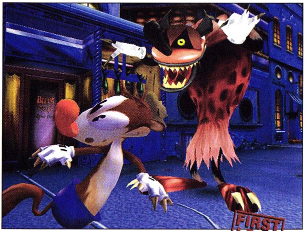

HEARTBREAK KID
SHAWN MICHAELS





Contaminate
感染拡大
DOT .hack
INFECTION
vol.1
PlayStation 2
BANDAI
TEEN
CONTENT RATED BY ESRB
Mature Sexual Themes
Mild Language
Violence

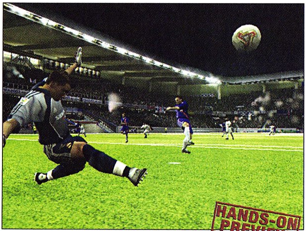
.hack TM and © 2001-2002 BANDAI. Program © 2001-2002 BANDAI. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. . The ratings icon is a trademark of the Interactive Digital Software Association.



FIRST LOOK

Crank the Weasel

Think platformers are too family friendly? Is Sly Cooper's wry grin a bit too precious for ya? Then **Midway**'s got something right up your alley. Out **next year**, *Crank the Weasel* is a hop-and-bopper with an edge, packed with all kinds of naughty behavior. Yet despite his twisted demeanor, all Crank really wants is some peace and quiet—so it's up to you to help him lie, cheat and steal his way through nine urban settings, all on his way to retirement on plush Pleasure Island.



HANDS-ON PREVIEW

FIFA Soccer 2003

After this year's World Cup, the U.S. is definitely soccer hungry. But that doesn't mean we'll support the MLS. Especially when we can confidently dabble in **EA Sports'** next footie game. The best new part of the game: how you control the ball. When you're dribbling upfield, it no longer sticks to your foot. Also, when you're in close for a free kick, you get to aim it with purpose. It really changes the game. Unfortunately, only 40 international teams will be in there. *FIFA* kicks off on **Nov. 5**.

NBA LIVE 2003

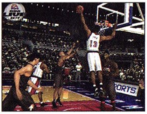
HANDS-ON PREVIEW

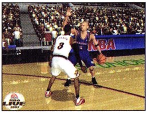
This one's got vert

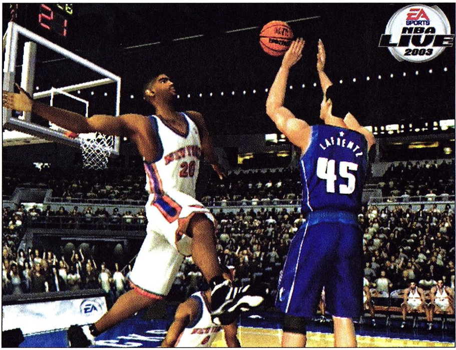
Say what you want, but the blind purchasers of **EA Sports** products got cheated with last year's *NBA Live*. *NBA 2K3* was a far superior basketball experience. Thankfully, EA noticed, so we're happy to see that *Live* has rebounded in a big way. The entire game has been reworked. It feels good, it looks good and...well, it's playable.

Use of the right analog stick is the game's biggest innovation, and don't be surprised to see it take hold across the EA universe. You can hold the stick in certain directions and then push it to do special moves. For instance, if you take a pass, then hold down, you'll hold the ball away from the defender. Then you can do a crossover (pressing left than right) or a spin move (circling the stick) or a variety of moves within. It's great for getting to the hole, but is just as good to open up space with a killer jump shot. It makes the guards seriously dangerous.

Though nothing its competition can't boast, online playability should sell a few more copies of *Live* in **late October**. The problem is that you can only play one other person online. No multitap involvement. Not even two-on-two with your controller ports. Bummer.







Gimme a Break!

Running the fast break has been near-impossible in video game hoops. Guys haven't cut at the right time, or they wait for defenders to catch up. The whole system is lame. But *Live* has made a huge push to make the fast break a part of the game. Now you can drive it up the middle, kick it out to the wing, and then bounce-pass across the key before the lay-up finish. It's subtle, but it's further proof that *Live* has made huge strides this year.

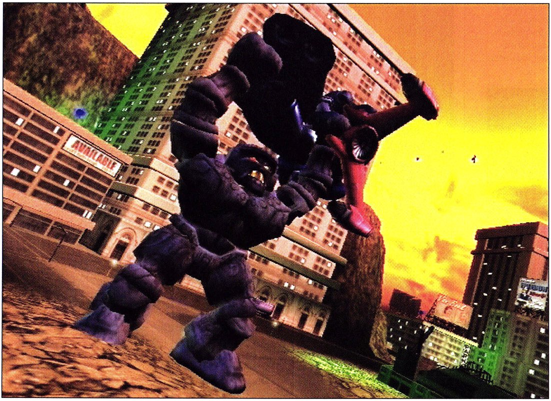
WAR OF THE MONSTERS

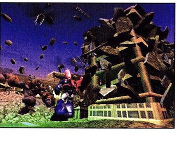
HANDS-ON PREVIEW

Monsters whaling on each other '50s style

When **SCEA** first showed *War of the Monsters* at E3 in May, it was with very little fanfare. Folks who played it thought it looked cool, but it was hardly touted as the "next big thing." Know what, though? Now that we've spent some time with the game (which is out in **January**), we're pretty convinced that it actually *is* the "next big thing." A recent event hosted by Sony to roll out its fall/winter lineup revealed the game to be imaginative, enjoyable and light-hearted.

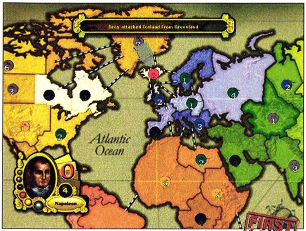
The basic premise is simple. Big, '50s-style B-movie monsters fight to the death in huge cityscape arenas. A suitably kitsch back story holds the whole thing together, but ultimately it's fairly irrelevant. The important thing is that these guys are *huge*. Think King Kong; think Japanese giant robots; think *Rampage* for the 21st century mixed with wrestling and the old Neo-Geo game *King of the Monsters*. Smash buildings, throw the rubble, even pick up cars or buses and use them as weapons. It's out-and-out mayhem, and it's incredibly fun. The monsters all have an extremely wide variety of moves that allows them to kick, punch, throw, grapple and zap their opponents—the ensuing destruction is nothing short of spectacular. In one game we played, the crazy-looking Kineticlops (looks like a walking lightning bolt with an eyeball) picked up the rock monster dude, zapped him a couple of times, then threw him *through a skyscraper*. He proceeded to wander up to the rubble, grab some rebar and beat seven shades out of him. Is that cool or what?





Eliminate
感染拡大
DOT .hack
INFECTION
vol.1
Taking over the world has never been this contagious
PlayStation 2
BANDAI
TEEN
T
CONTENT RATED BY ESRB
Mature Sexual Themes
Mild Language
Violence

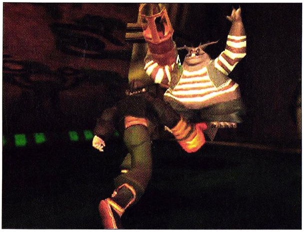
.hack TM and © 2001-2002 BANDAI. Program © 2001-2002 BANDAI. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. . The ratings icon is a trademark of the Interactive Digital Software Association.

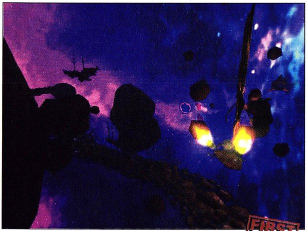


FIRST LOOK

Risk

If you haven't huddled around a Risk board within the last five years, you haven't lived! Is there anything more empowering than a big fat X on your homeland of Yakutsk? We think not. But for those more interested in video than board games, **Infogrames** has struck the perfect balance. The game supports up to six players, and there are varied modes: Classic, Mission Risk and Capitol Risk. We'll know if the transition from board to screen works **late this year**.





FIRST LOOK

Treasure Planet

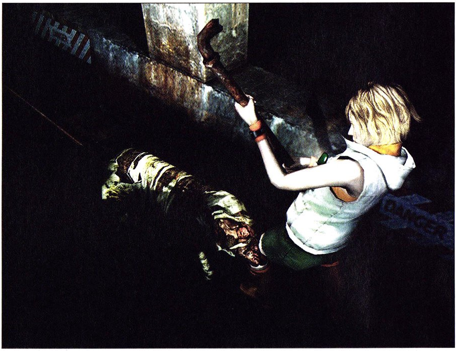
Set in the future, *Treasure Planet* takes the classic *Treasure Island* tale by Robert Louis Stevenson and Disneyfies it. You control hero Jim Hawkins in a game combining adventure and space-flying elements, as he fights the evil forces of a cyborg John Silver. Examine mines, caverns and planets (which you'll recognize from the movie), and fight enemies with your laser gun. Clearly targeted at the younger PS2 audience, *Planet* is released by **Sony CEA** this **November**.

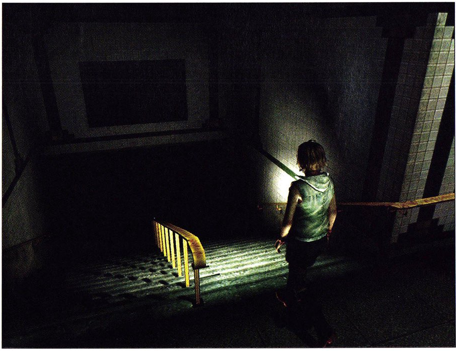
SILENT HILL 3

Meet Heather

If there's one thing that the developers of **Konami**'s upcoming third installment in the *Silent Hill* series really want to impress upon you, it's that the new heroine is just your average, everyday girl. Her name is Heather and she likes to shop. She doesn't know anything about undead creatures—let alone what to do when one's staring her in the face. Which is why, when she is suddenly placed into these absolutely horrific environments, the intensity is apparently greatly increased for *Silent Hill 3*.

But that's not to say she can't kick a little ass. From what we've seen of the game so far, it's apparent that Heather can hold her own. She may be a little freaked at first, but just wait until you see this girl once she gets her hands on some automatic weaponry. Be sure to check her out next **spring**. We will.





THE SIMS

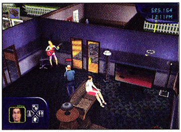
Reality for the rest of us

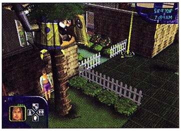
Why bother with any of that reality TV nonsense when you can create your own on your PS2 this **November**? *The Sims* is the way to live the life you've always imagined without the pain of hard work and commitment. Become a millionaire, then starve yourself as a way to stand up to big corporations, then burn down the kitchen because you're not quite happy with the color of the cabinets.

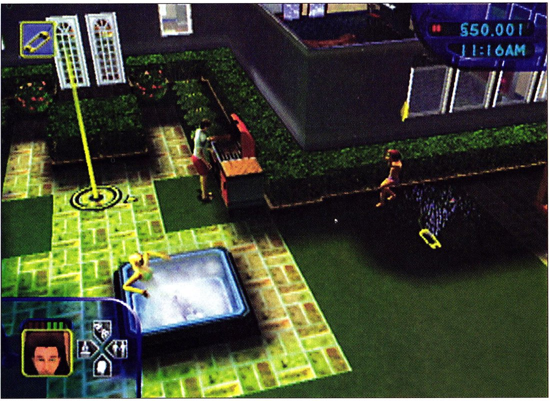
No longer will you have to leave the water cooler when the PC dorks start boasting about their big *Sims*-date the night before. Now you can join in! But since we trust that you're cool (since you're wise enough to own a PS2 and all), you can condescend them and make *them* feel foolish! Thanks, **EA Games**!

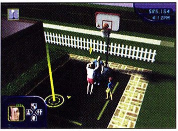
Here's a conversation we expect you'll have, in fact: *Sims*-dork No. 1 says, "Dude, did you get your *Sims*-babe in the hot tub last night?" Then you say, "You're a dork. Plus, I have a real girlfriend. Who actually talks to me."

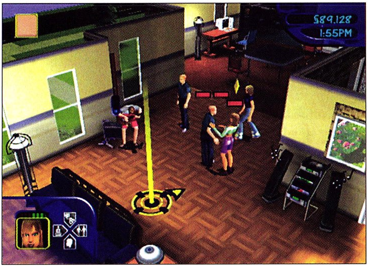
Of course, that's not true, because you'll have stayed up all night trying to convince the *Sims* girl to give you the time of day. But the PC dweebs won't know the difference, because they'll be crying! How fun!











Hoopin' It Up

All work and no play makes for a dull Sim, so remember that leisure is imperative. The great part is that you just don't press the Leisure button or press on an icon, you actually have to get your Sim out of the house to get them a workout. We wonder: Can b-ball in *The Sims* top last year's *Live*?

Dominate

感染拡大
DOT .hack™
INFECTION
vol.1

Taking over the **world** has never been this contagious

www.dothack.com

PlayStation®2

BANDAI®

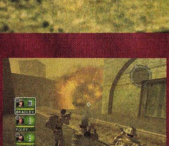
TEEN
T
CONTENT RATED BY ESRB

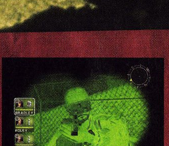
Mature Sexual Themes
Mild Language
Violence

.hack TM and © 2001-2002 BANDAI. Program © 2001-2002 BANDAI. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. . The ratings icon is a trademark of the Interactive Digital Software Association.

ALL AMERICANS
PLEDGE
ALLEGIANCE.
A SELECT FEW
SHOW IT.

BRADLEY
FOLEY
CONNORS
JONES


BRADLEY
FOLEY
CONNORS
JONES


BRADLEY
FOLEY
CONNORS
JONES

You're one of the most highly-trained U.S. warfare experts on the planet. Put your skills to the test as you battle your way through fifteen levels of realistic tactical combat. When the brass wants a target secured, they send in a platoon. When they want a target erased, they send in your squad of four U.S. special forces. This is the part of the war that the media didn't cover. **Welcome to Desert Storm.**

WWW.GOTHAMGAMES.COM/CONFLICT

PlayStation®2

CONFLICT:
DESERT STORM™

NO DIPLOMATS.
NO NEGOTIATION.
NO SURRENDER.

TEEN
T
CONTENT RATED BY ESRB
Blood Violence

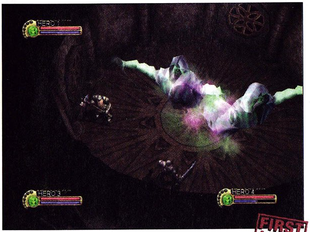
XBOX

NINTENDO GAMECUBE.

PC

GOTHAM GAMES

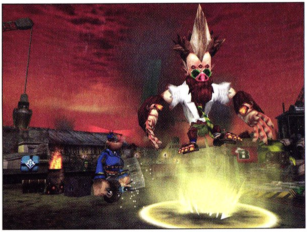
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. Nintendo GameCube® and the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. Gotham Games and the Gotham Games logo are trademarks of Take-Two Interactive Software, Inc. Conflict: Desert Storm and the Conflict: Desert Storm logo are trademarks of SCi Games Ltd. E&OE © 2002 Take-Two Interactive, Inc. All rights reserved.

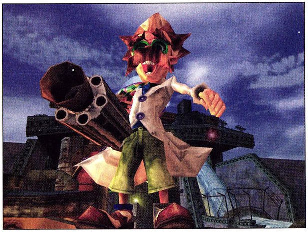


FIRST LOOK

Dungeons & Dragons: Heroes

No doubt inspired by what Interplay achieved with *Baldur's Gate: Dark Alliance*, **Infogrames** treats 20-sided-dice rollers to a similar adventure **early next year**. In *Dungeons & Dragons: Heroes*, as many as four players (be they Fighter, Wizard, Cleric or Rogue) engage in the never-ending quest against evil, hacking and slashing their way through hordes of monsters straight from the pages of your third edition of the *Dungeons & Dragons Monster Manual*.





Dr. Muto

Outside of Mario and pals, it's hard to think of many mascot characters these days who aren't some sort of furry mammal. **Midway**'s solution? Dr. Muto. "Instead of some kind of fuzzy bandicoot, he's a different kind of hero," says Scot Amos, senior producer on the game named for the humorous mad scientist. But the real catch for this one? Depending on the situation, Dr. Muto can change into animals like a mouse (to get small) or a fish (to swim). Mutate in **November**.

RATCHET & CLANK

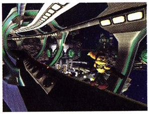
HANDS-ON PREVIEW

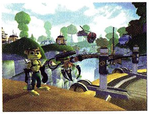
Featuring all the tools for a hit

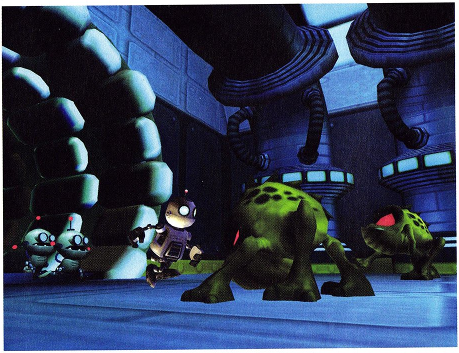
The PlayStation 2 faces a virtual mascot cavalcade this fall, but **Insomniac**'s *Ratchet & Clank* stands apart from the pack. In fact, it stands a good 10 paces out, with a surly look in its eye while packin' an arsenal of over 30 heavy-duty weapons and gadgets. You can snag these toys by hoarding a currency called Bolts and then outfit Ratchet with your desired implements of destruction via an almost RPG-like inventory system. By focusing squarely on gun-toting gameplay, the developers aim to expand the platformer market beyond the scope of little brothers.

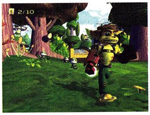
Also, while most run-'n'-jump games file you through a linear path, *Ratchet* lets you blaze your own path. Explore 18 expansive planets during your quest, and tackle them in an the order that's mostly up to you.

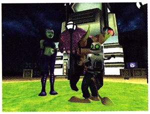
The developers also sought to spice up the character interaction. Don't expect the standard buddy-buddy team dynamic between these heroes—after a few levels of cooperation, a serious philosophical rift begins to erode their fragile friendship. The squabbles get pretty serious...you might even see some solo missions before the quest is over. Watch the sparks fly this **November**.

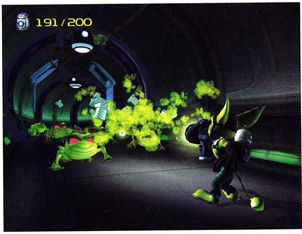






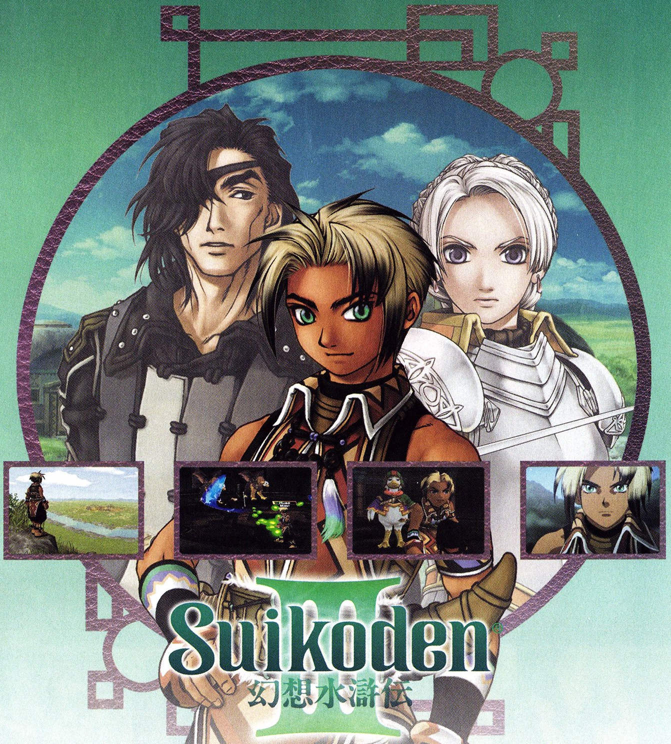






Hugo must fulfill his mission.

Hugo, the son of Lucia, Karaya Clan chief, sets off to help bring peace to a land that has known much grief.



Suikoden® III
幻想水滸伝

- Unleash the power of three on a quest for peace -

The fates of three opposing heroes are forever altered in a battle that will determine the destiny of the entire land.
Uncover the 108 Stars of Destiny, create a homeland castle town,
discover the secrets of the 27 True Runes, and save the world from destruction.

TEEN
T
CONTENT RATED BY ESRB

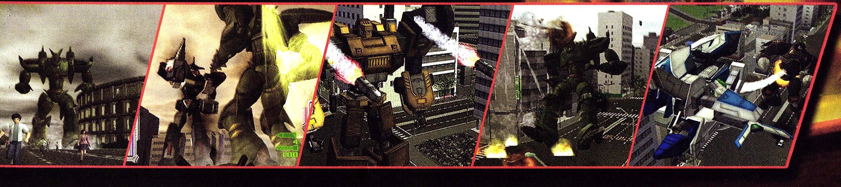
Mild Violence
Suggestive Themes

PlayStation®2

KONAMI ®

SUIKODEN® is a registered trademark of KONAMI COMPUTER ENTERTAINMENT TOKYO, inc. ©1995, 2002 KONAMI COMPUTER ENTERTAINMENT TOKYO. ALL RIGHTS RESERVED.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

GET READY TO
RAD™
ROBOT ALCHEMIC DRIVE



TEEN
T
CONTENT RATED BY
ESRB

Blood
Violence

PlayStation 2

ENIX

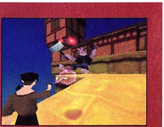
© 2002 SANDLOT/BONES/ENIX. ENIX is a registered trademark of Enix Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All Rights Reserved.

RUBBLE

PlayStation 2
RAD
ROBOT ALCHEMIC DRIVE
TEEN
ESRB
T
ENIX

IT'S TIME FOR A LITTLE URBAN RENEWAL

There's a new fight in town and this time it's huge. Take command of 120ft. tall, fully armored, fully loaded Meganites and stop the apocalyptic Volgara invasion from rampaging through our cities. If that means you have to knock down a few buildings and crush some pedestrians, well, such is the price of victory. We didn't say it would be easy to save the world, but hey, nothing ever is.



Treasure Planet

We're still not sure whether or not we like the idea of the spacification of *Treasure Island*, but if **Sony CEA** can continue its solid line of Disney titles this **November**, then at least PSone owners have something worth a look.

Amazing Virtual Sea-Monkeys

After years of being snubbed by the gaming community, the Sea-Monkeys finally get their due, thanks to **Conspiracy**. Avoid hazards as you guide your underwater pals to safety as in *Lemmings*.

Rescue Copter

Conspiracy sure knows how to name its games! This one's exactly what the title indicates. Hop into one of four helicopters and rescue people. You can even patrol borders and fight fires, too!

FIRST LOOK

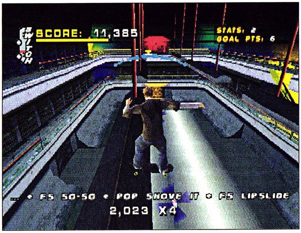
TONY HAWK'S PRO SKATER 4

Stripped, but still worthwhile

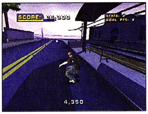
The reason people still like owning PSones? **Activision**. It seems they'll never abandon the system that kicked off the *Pro Skater* franchise. This year it's the same story as last year: a stripped-down version of the PS2 game. We have heard rumblings that there will be a different level in this one that you won't find on PS2—but we've also heard that the PSone can't go online, so don't get cocky.

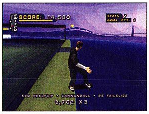
If you've only read the PSone section of Previews because you're too good for the PS2 *Hawk 4*, then we'll reiterate. Instead of having a two-minute time limit, now you're in free skate once your wheels hit concrete. If you feel like making cash and opening up new levels, then you can go to goal icons (in the PS2 version you talk with pedestrians, but there are no cars or peds here, which also means no skitching). You get missions, and if you complete the missions, you earn a reward. We're not sure if there are still 21 missions per level on PSone as there are on PS2, but we're guessing there will be fewer. Sorry, Charlie.

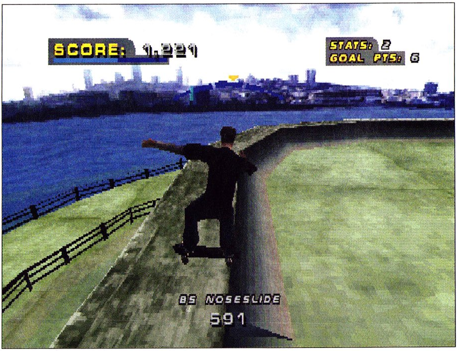
One cool addition to this year's game is the return of Bob Burnquist. He went to skate for ESPN, but now he's back where he belongs. With us. Give him a virtual hug this **November**.

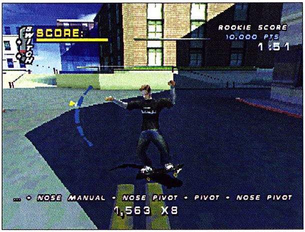

SCORE: 11,385
STATS: 2
GOAL PTS: 6
... + FS 50-50 + POP SHOVE IT + FS LIPSLIDE
2,023 X4

SCORE: 716
BS TAILSLIDE
327






SCORE:
STATS: 2
GOAL PTS: 6
BS NOSESLIDE
591


SCORE:
ROOKIE SCORE
10,000 PTS
1:51
... + NOSE MANUAL + NOSE PIVOT + PIVOT + NOSE PIVOT
1,563 X8

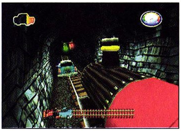
HORSE
3,000PTS!
0 : 13
... + FS 50-50 + KICKFLIP + NOSE MANUAL + BS FEEBLE
1,165 X6

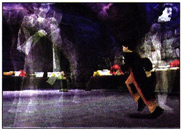
HARRY POTTER
AND THE CHAMBER OF SECRETS

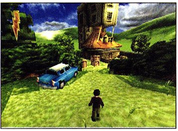
PSone™

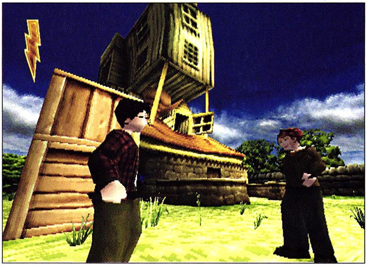
Talk about licensing magic!

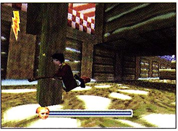
With a surefire hit movie sequel on the way and a new book coming—*someday*—Harry Potter is still quite a powerful property. **EA Games** is prepared to take advantage of that with its own sequel this **November**, expanding on the original PSone game with new spells, characters, locations (reportedly both larger and more interactive) and minigames. Most notable of these are the newly revamped Quidditch matches and training; players are now expected to perform more complicated maneuvers, including flying under the stands to evade a charmed Bludger—just like in the book. But don't worry, the controls are rumored to be tighter, and the different levels of training (there are four, overseen by Oliver Wood like in the book) are expected to be easier. For example, now if you miss one of the rings, the game creates another at the end rather than forcing you to turn around and go through the ring you missed. So dust off the Nimbus and get ready to fly!

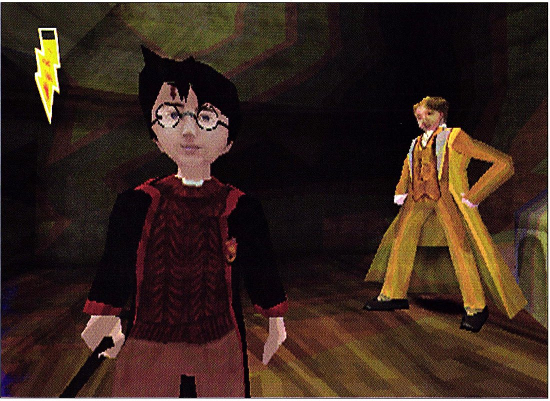












PRE-ORDER PIPELINE

POWERED BY

COMPUSA's gamefixx.com℠

we're your connection!

GAME	PUBLISHER	RELEASE DATE
Conflict: Desert Storm	Gotham Games	10/1/02
Grandia Xtreme	Enix	10/1/02
Hitman 2: Silent Assasin	Eidos	10/3/02
Legaia 2: Duel Saga	Eidos	10/4/02
BloodRayne	Majesco Sales	10/4/02
Run Like Hell	Interplay	10/10/02
Ty The Tasmanian Tiger	Electronic Arts	10/11/02
TimeSplitters 2	Eidos	10/11/02
Conflict Zone	Ubi Soft	10/17/02
IHRA Drag Racing 2	Bethesda Softworks	10/17/02
.hack: Treasure Hacker	Bandai America	10/17/02
The Sum of All Fears	Ubi Soft	10/17/02
The Lost	Crave Entertainment	10/18/02
Simpsons Skateboarding	Electronic Arts	10/18/02
Dragon's Lair 3D	Encore Software	10/18/02
Silent Scope 3	Konami	10/18/02
Fisherman's Bass Club	Tommo	10/18/02
Vexx	Acclaim	10/21/02
Pro Race Driver	CodeMasters	10/24/02
NBA 2K3	Sega	10/25/02
Grand Theft Auto: Vice City	Rockstar Games	10/25/02
H2Overdrive	Crave Entertainment	10/26/02
Reign of Fire	bam! entertainment	10/26/02
Evil Twin	Ubi Soft	10/29/02
NBA Live 2003	Electronic Arts	10/31/02
Worms Blast	Ubi Soft	10/31/02
Red Faction 2	THQ	10/31/02
Pro Rally 2002	Ubi Soft	11/1/02
NHL 2K3	Sega	11/1/02
Tony Hawk's Pro Skater 4	Activision	11/1/02

RESERVE THESE GAMES NOW AT

PREORDERPIPELINE.COM

Release dates subject to change. Visit us online for current information.
Not all titles available in all CompUSA stores.

GAMERS.COM™

EVERYONE
E
CONTENT RATED BY
ESRB

Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

PlayStation®2
®
XBOX
NINTENDO GAMECUBE.
PC CD ROM
POWERED BY:
gamespy

© 2002 Electronic Arts Inc. All rights reserved. Electronic Arts, Need for Speed, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Ferrari, Ferrari F50, Ferrari 360 Spider, Ferrari 550 Barchetta Pininfarina, all associated logos, and the Ferrari F50, Ferrari 360 Spider and Ferrari 550 Barchetta Pininfarina distinctive designs are trademarks of Ferrari S.p.A. The trademarks Lamborghini, Diablo 6.0 VT, Murciélago and all associated logos are used under license of Lamborghini ArtiMarca S.p.A., Italy. General Motors Trademarks are used under license to Electronic Arts Inc. Licensed from Dr. Ing. h.c.F. Porsche AG under certain Patents. Carrera GT is a Registered trademark of Dr. Ing. h.c.F. Porsche AG. The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license. All Ford vehicle models and trademarks are used under license from Ford Motor Company. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. ©2001 Nintendo. GameSpy Arcade is ©1994-2002 GameSpy Industries, Ltd. The GameSpy logo and "GameSpy" are the trademarks of GameSpy Industries, Ltd. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

CARS LIKE THESE AREN'T EXPORTED.

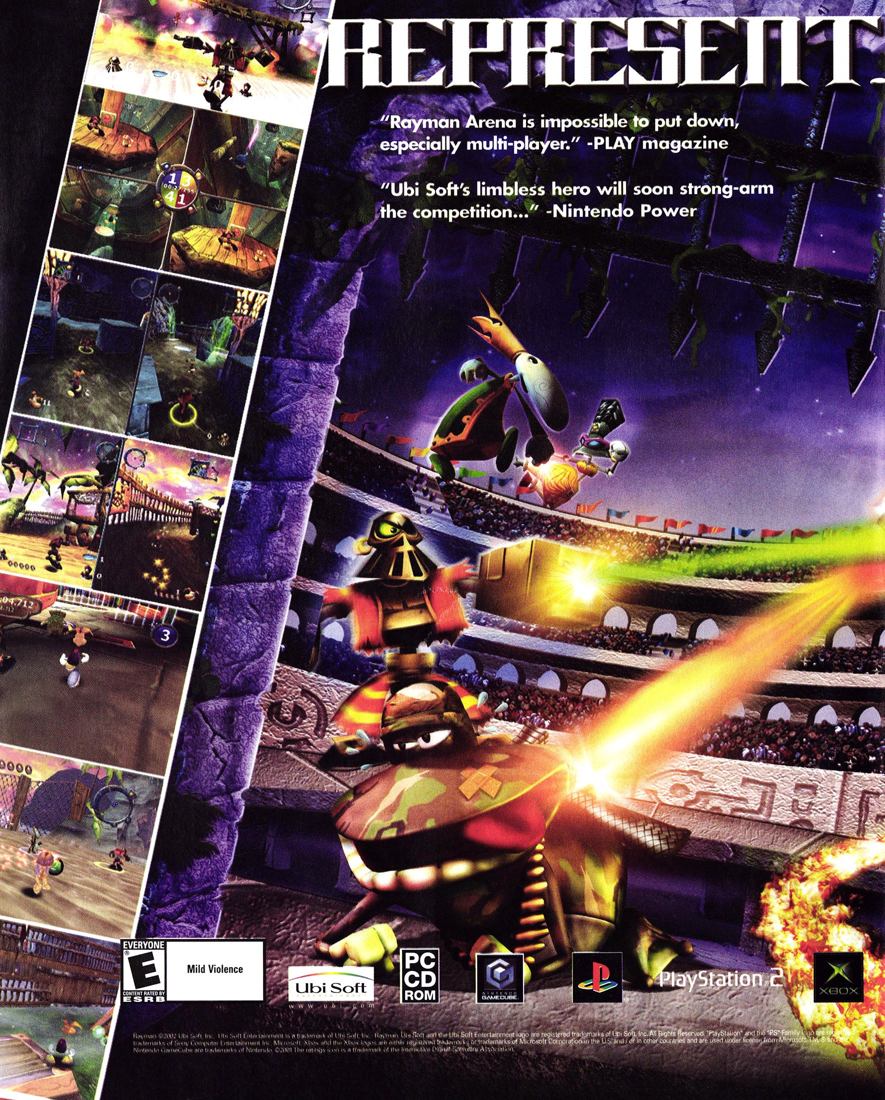
THEY ESCAPE.

Ferocious beasts like the Lamborghini Murciélago, Porsche Carrera GT and Ferrari 360 Spider™ are born to run. And run fast. Cut one loose on heavily trafficked public roads with unpredictable conditions and waiting police cruisers. Avoid recapture or spend the next 5-to-10 in captivity. Take the reins at **needforspeed.com.**

NEED FOR SPEED™
HOT PURSUIT 2

EA GAMES™

eagames.com



REPRESENT.

"Rayman Arena is impossible to put down, especially multi-player." -PLAY magazine

"Ubi Soft's limbless hero will soon strong-arm the competition..." -Nintendo Power

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
Ubi Soft
www.ubi.com
PC CD ROM
NINTENDO GAMECUBE
PlayStation 2
XBOX

Rayman ©2002 Ubi Soft, Inc. Ubi Soft Entertainment is a trademark of Ubi Soft, Inc. Rayman, Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and / or in other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube are trademarks of Nintendo. ©2001 The ratings icon is a trademark of the Interactive Digital Software Association.

...OR GET SMOKED!
RAYMAN
ARENA
RACE TO THE FINISH. BATTLE TO THE END.

This is multiplayer mayhem Rayman style. Race and battle across 15 obstacle filled racecourses and 15 blistering battle zones. You wanna represent in this arena? Here's a tip: keep one eye on the finish line and the other on your back and you just might smoke'em all.

www.raymanarena.com

UNIVERSAL INTERACTIVE
Fear consumes you.
The ultimate in alien terror
THE THING
Own the movie on DVD!
MATURE
M
CONTENT RATED BY ESRB
BLOOD and GORE
VIOLENCE
PlayStation 2
XBOX
KONAMI
PC CD ROM
COMPUTER ARTWORKS
THE THING

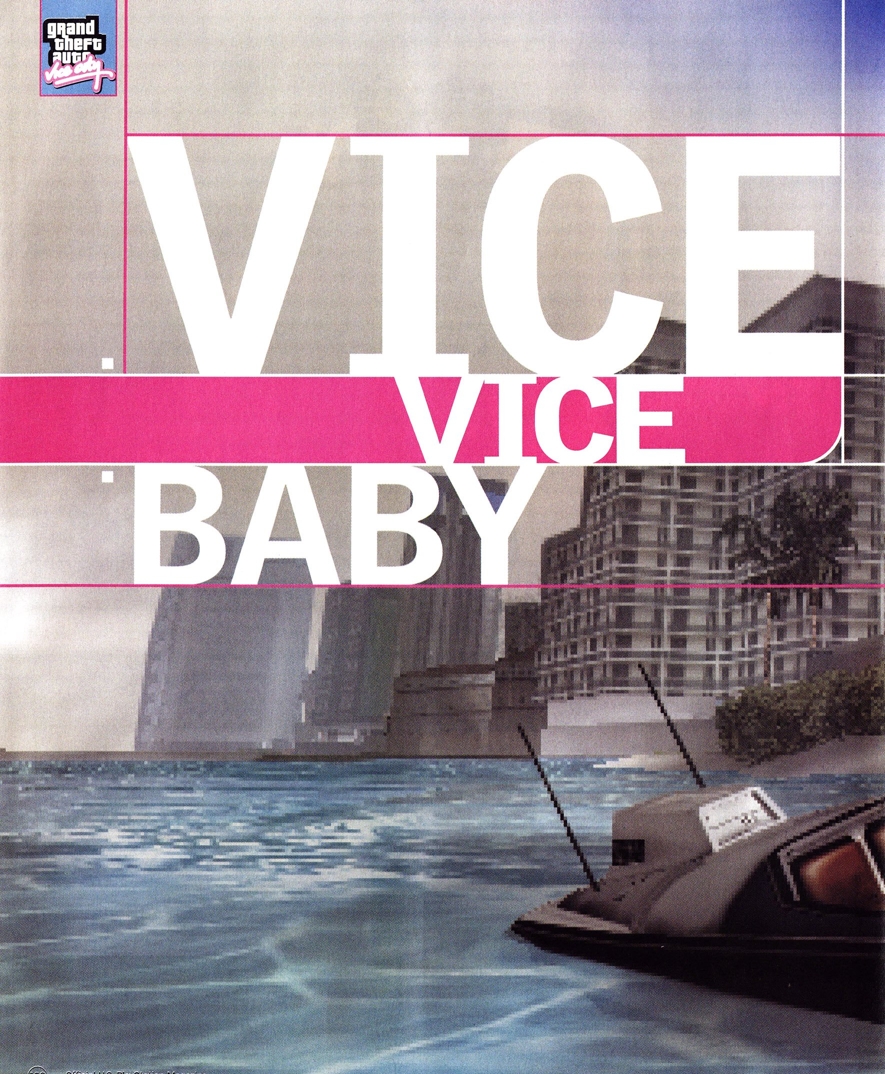
Only trust can save you.

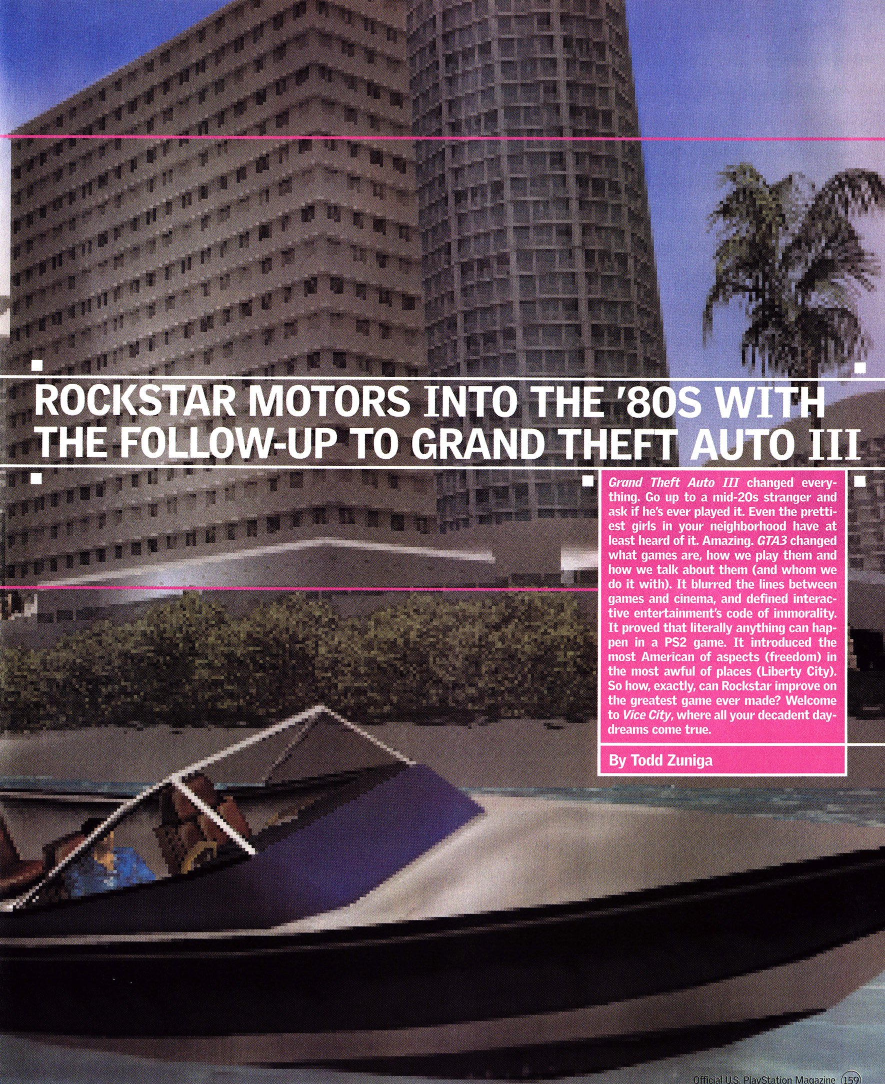
You've never seen a game like this before. Now, your survival depends on leadership, firepower, and your ability to control fear. A horrific alien virus runs rampant, but do you know who's infected and who isn't? You'll need the trust of your squad to survive. But if you can't control their fear, they might kill each other, take their own lives, or decide to take yours. Be aware. Stay calm. Don't let paranoia kill you. www.thethinggames.com

THE THING™

"The Thing" interactive game © 2002 Universal Interactive, Inc. The Thing and related characters are TM and © of Universal Studios. Licensed by Universal Studios Licensing, LLLP. Published and distributed by Universal Interactive, Inc. and Konami Corporation. All rights reserved."PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

VICE VICE BABY

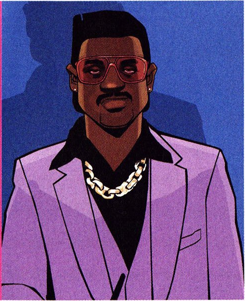


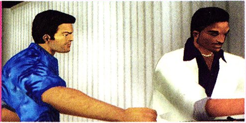


ROCKSTAR MOTORS INTO THE '80S WITH THE FOLLOW-UP TO GRAND THEFT AUTO III

Grand Theft Auto III changed everything. Go up to a mid-20s stranger and ask if he's ever played it. Even the prettiest girls in your neighborhood have at least heard of it. Amazing. *GTA3* changed what games are, how we play them and how we talk about them (and whom we do it with). It blurred the lines between games and cinema, and defined interactive entertainment's code of immorality. It proved that literally anything can happen in a PS2 game. It introduced the most American of aspects (freedom) in the most awful of places (Liberty City). So how, exactly, can Rockstar improve on the greatest game ever made? Welcome to *Vice City*, where all your decadent daydreams come true.

By Todd Zuniga





Lance Vance
Lance came to *Vice City* to stack dollars with his brother, wear sharp suits and listen to the latest in Cuban acid jazz. But everything went wrong when his bro was shot down in a messy drug deal. Because his brother was working alongside lead character Tommy Vercetti, Lance trusts Tommy and works with him while trying to avenge his brother's death.

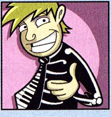
Last year, when we entered Rockstar Games' urban castle to see *Grand Theft Auto III* for the first time, we immediately sensed anxiety about their soon-to-be-released creation. They were proud parents, but nervous parents, too. Was their game going to work? Would people like it? Would people *get* it? Would they come to love it? Funny how that works. A year later *GTA3* is the best-selling PlayStation 2 game (7 million sold as of Sept. 1), the entire franchise has amassed 12 million in sales (5 million of the *GTA* PSone titles have now sold), and it's on a very quick pace to become the greatest-selling video game of all-time. Get this: 100,000 copies of the game sell each week. Which makes us wonder: What took those other people so freakin' long?

It's all just numbers, of course. We know that. But herein lies one of the great phenomenons of our time: *Grand Theft Auto's* leading the charge that's putting video games on the mainstream map. The game's meteoric rise and ongoing popularity is a testament to the fact that anyone and *everyone* will play a game if it's brilliant, accessible, hilarious and more than anything, fun to play. We remember sending an e-mail to the creators of the game last year, after we had seen it, thanking them for making *GTA3*, for taking the chance to make something so vastly fascinating and so layered and rich with detail. When we sent that e-mail last August, Rockstar was worried that their game might not find an audience. This year they're confidently releasing *Vice City*, a game so magnificently rich, so superbly detailed, it doesn't just improve on the amazing *GTA3*, it puts it to shame.

"It's an obvious thing for us to say this is just a start. But we mean it," says Sam Houser, president of Rockstar Games. "We're really into it, and we want to make these f—king cool games and put people in these brilliant places."

Because of the shocking brilliance of the *GTA* PS2 universe, it means that *GTA3* has done what we were

'80s FLASHBACK: DO YOU REMEMBER...



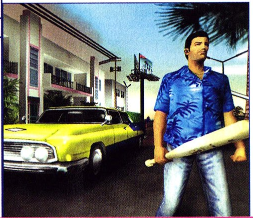
Piano ties and skeleton shirts?
Fashion-past is always a good goof, but there was a lot of pride associated with wearing those ridiculous piano ties. Don't get us started on the dopey skeleton shirts.

WHAT THE OTHER GUYS DIDN'T TELL YOU...

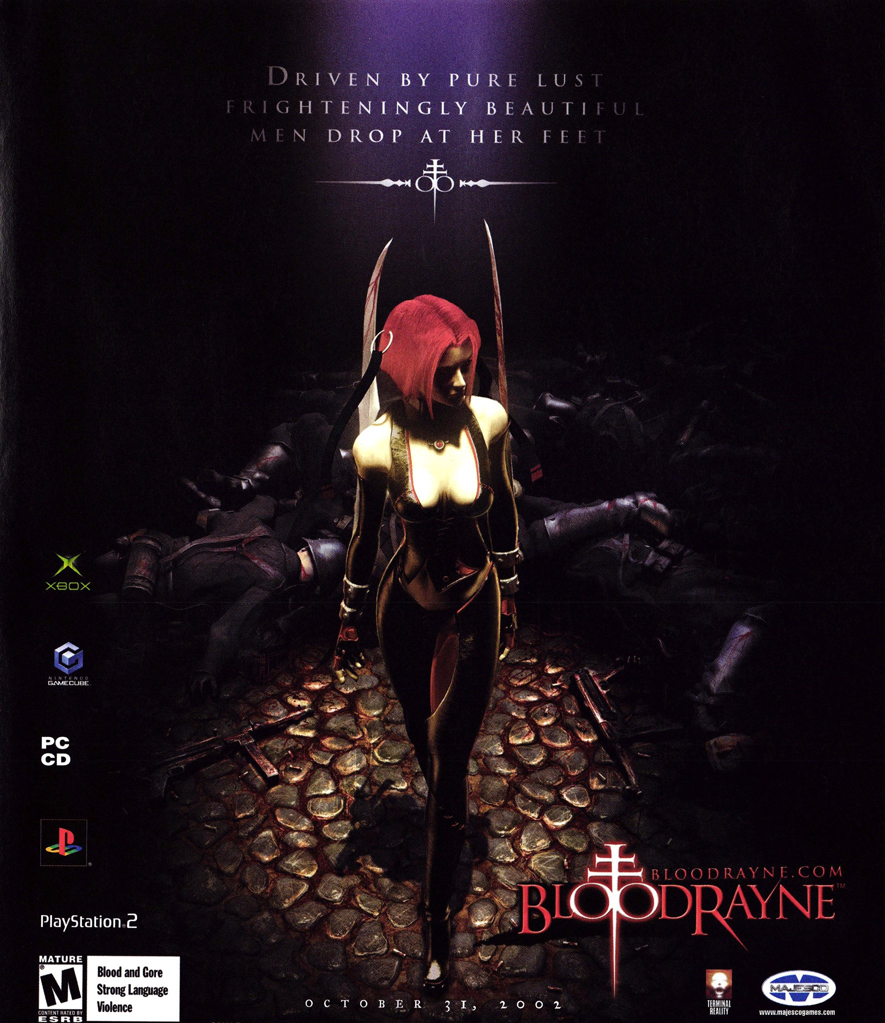
THE BUDDY SYSTEM

In *GTA3* there was 8-Ball; in *Vice City* there's Lance. "8-Ball was a fun character, but he didn't pop up enough," says Dan Houser, after admitting "Bomb Da Base" was his favorite mission in *GTA3*. "So we've added a character named Lance. In some missions he's alongside you shooting while you drive, or driving while you shoot."

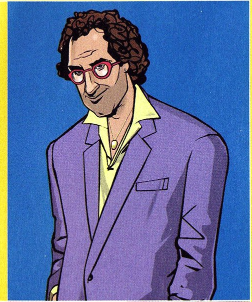
Wondering how you and Lance meet? In the game's opening sequence, when hell breaks loose and you lose the drugs and the money, Lance's brother gets whacked. So you work to figure out what went down and who's gonna pay.

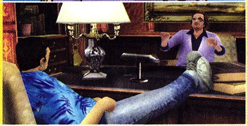


<<REAGAN AND JELLYBEANS, JORDACHE JEANS, BREAKDANCING, MAGNUM P.I.>>

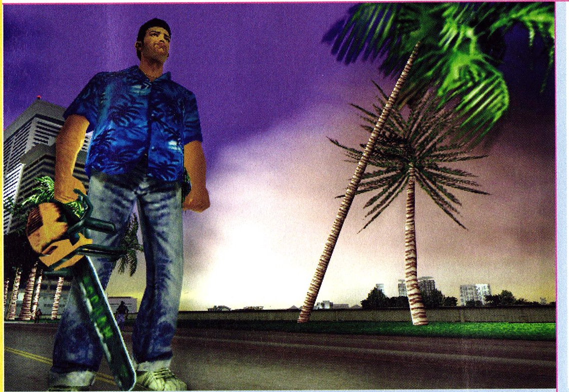

DRIVEN BY PURE LUST
FRIGHTENINGLY BEAUTIFUL
MEN DROP AT HER FEET
XBOX
NINTENDO GAMECUBE
PC CD
PlayStation 2
MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Strong Language
Violence
BLOODRAYNE.COM
BLOODRAYNE™
OCTOBER 31, 2002
TERMINAL REALITY
MAJESCO
www.majescogames.com

©2002 Terminal Reality. Developed by Terminal Reality. Licensed to and published by Majesco Sales, Inc. ©2002 Majesco Sales, Inc. All Rights Reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. ©2001 Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association.





Ken Rosenberg
Though Ken's been working with the mob since 1978, he's always on the outside looking in. A low-rent lawyer who strives to achieve "gangster chic," Ken is high-strung, whiny-voiced and constantly over-excited. He was part of the drug deal gone bad in the opening sequence, and if Vercetti doesn't fix things, Rosenberg knows he'll be sleepin' wit' da fishes.



dreaming of when the PS2 launched. It's stomped through the games industry with a puffed chest and a piss-off attitude and a sense that if you want to make something way above and beyond anything else on the store shelf, you can.

"You don't have to go that deep into a game to make it really fun," says Terry Donovan, chief operating officer/VP of marketing for Rockstar Games. "I spent $300 online, buying games the other night, and all of those games are going to be really average, but I'm going to get some fun out of them. I don't think people put as much attention or care into any one of those games as we did with *GTA3* or *Vice City*, and on one level I don't really care. Because I can go have a little bit of fun with them. But if you put some of the stuff we do in context, it takes a different level of care and a different level of understanding."

Putting it in context is the hard part. Try explaining *GTA3* to someone. Go on. On-the-fly gangster film? Living, breathing city? These are terms we've used, but they don't give the scale of what's happening. The scope is too big. Consider that scope expanding to about two and a half times the size for *Vice City*. In every way. There used to be three hours of audio; now there will be 10. There used to be less than 20 songs; now there are more than 80. There used to be 50 vehicles; now there are 120. There used to be 25 weapons; now there are over 40. But again, just numbers. Until you've actually played *Vice City*, you can't truly know what we know, which is that it's more complete, more refined, more stylized, more detailed, more shiny, more, more, more.

"I think *Vice City* is above and beyond all the gangster and street stuff," says Houser. "It's brilliant, immersive interactive entertainment, and that's what I like about it. It's a compelling way to tell an interactive story."

"Try the word *epic*," says Donovan. "Given the Rockstar philosophy, it's slightly more than a film now. You

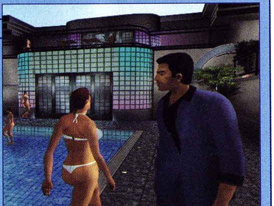
'80s FLASHBACK: DO YOU REMEMBER...

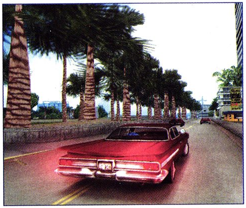
The Year of the Balk? In 1988, Major League Baseball decided to pay attention to the balk, demanding that a pitcher make a deliberate stop in his motion. Just one reason why games take so long in 2002.

WHAT THE OTHER GUYS DIDN'T TELL YOU...

THE PENTHOUSE SUITE

While the whispers of interior locations have been confirmed, there's one indoor environment you don't know about just yet. Sure, there's a bustling disco for shaking your ass, a busy airport (complete with lengthy security lines!) and the hotel you've taken up residence in (it's also your save point, instead of some ramshackle garage). But there's one specific spot that caught our eye: the penthouse suite perched above it all. If you can follow the Jefferson's example by "movin' on up," then maybe you'll be looking over the ocean from 40 stories up someday soon.



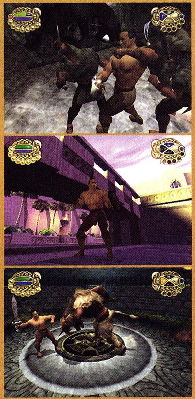


<<BLUE THUNDER, OLIVER NORTH, FERRIS BUELLER'S DAY OFF, PARACHUTE PANTS>>

Only the strongest warrior becomes King.

THE SCORPION KING™
RISE OF THE AKKADIAN

Live the early adventures of the man who would be King. Battle non-stop through graphically fantastic lands with over 20 new weapons to master. From trained assassin to feared warrior, you must stop at nothing to avenge your people and earn the title of The Scorpion King. **scorpionkinggames.com**



THE SCORPION KING
RISE OF THE AKKADIAN
TEEN
THE SCORPION KING
"NON-STOP, ROCK-SOLID ACTION!"
DVD

TEEN T CONTENT RATED BY ESRB
Violence

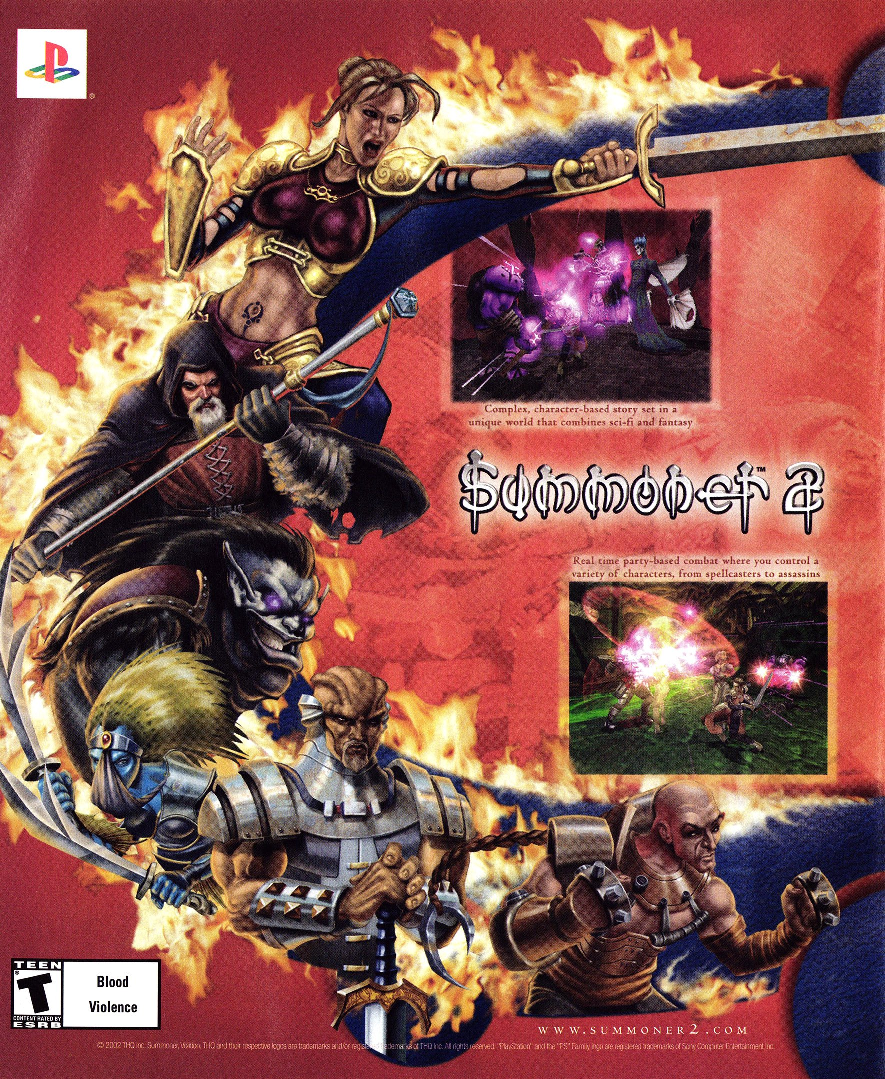
UNIVERSAL INTERACTIVE

NINTENDO GAMECUBE

PlayStation 2

DVD in stores now.

"The Scorpion King: Rise of the Akkadian" interactive game © 2002 Universal Interactive, Inc. The Scorpion King and related characters are TM and © of Universal Studios. Licensed by Universal Studios Licensing LLLP. All rights reserved. A note to parents: The Scorpion King is rated PG-13. Consult www.filmratings.com for more information regarding movie ratings in making viewing choices for children. "PlayStation" and the "PS" family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Association.



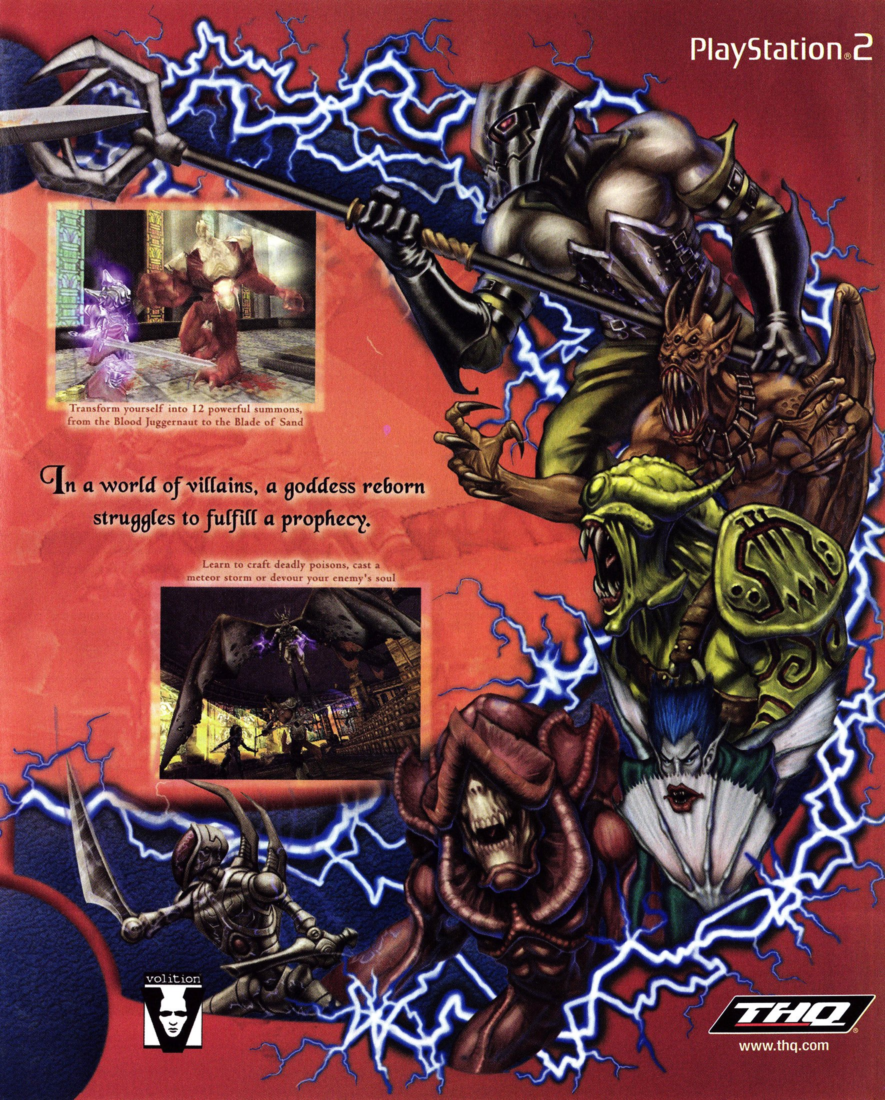
Complex, character-based story set in a unique world that combines sci-fi and fantasy

Summoner™ 2

Real time party-based combat where you control a variety of characters, from spellcasters to assassins

WWW.SUMMONER2.COM

© 2002 THQ Inc. Summoner, Volition, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

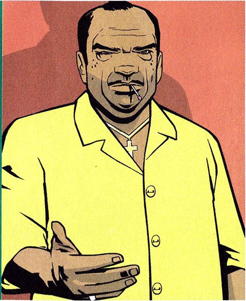

PlayStation®2

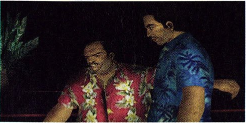
Transform yourself into 12 powerful summons, from the Blood Juggernaut to the Blade of Sand

In a world of villains, a goddess reborn struggles to fulfill a prophecy.

Learn to craft deadly poisons, cast a meteor storm or devour your enemy's soul

volition
THQ®
www.thq.com





Ricardo Diaz
One of the true snakes in Vice City, Diaz bribed the INS for his Green Card back in '78. The Columbian native now has his hand in every narcotics cookie jar around town. While he's publicly generous and hands out big wads of cash to charities, this sleaze-ball features unpredictable behavior, a Napolean-complex and a massive gun collection.

don't want to be too cocky about it, but you've got to be honest. A linear 120-minute film experience no longer, I feel, competes with a video game. I think it's about time we said, 'You know what, films are great, and I like going to the cinema—I'll even see crap, just because I like going—but it's not the same as a 100-hour video game.'"

If pictures are worth a thousand words, then *Vice City* is one million palm-treed postcards, easy.

LIFESTYLES OF THE RICH AND CRIMINAL

In *Vice City* you're no longer some no-name Mafia ladder-climbing schlub. This time, among many other things, you get a name: Tommy Vercetti. You also get a full-blown identity, a rap sheet longer than a Miami sunset, a fashion-sense stripped from *Scarface*, an itchy trigger finger and a bile-spilling mouth. That's right, with a name comes a voice box. And it's none other than *Goodfellas* star Ray Liotta doing the talking. Say what you want about star power, but Liotta's grainy voice peaks and flows so well with the script, you *feel* it's not Liotta at all, but Vercetti.

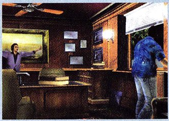
You're not the only personality with a million dollar voice, though. Much like last game, you'll intersect with the rich and soulless, the greedy and desperate, and the drugged-out and scandalous. There are over 20 celebs pitching in this time (including Dennis Hopper, Jenna Jameson and Lawrence Taylor), and those larger-than-life characters will put you up to no good, stab you in the back and continue the corruption in the neon-streaked grime of *Vice City*.

So how does Vercetti fit into all this? Just out of the big house—a free man after 15 years of prison-time—the family sends him to Vice City, Rockstar's equivalent to Miami. There to take care of some business, the quick-tempered loose cannon will have to wait to get back to the hustle and bustle of his home town, Liberty City. Heard of it?

Problem is, things go wrong for Vercetti right out of the gate. He and a small crime team, including back-alley lawyer Ken Rosenberg, are sent to pull off a monster drug deal. Things go wrong, and only some nimble driving by Rosenberg gets both of them out alive, while the rest of the crew becomes part of a 6 o'clock news story. The whole mess leads to missing money, missing drugs and a crime boss up north spitting threats. So instead of kicking back with a Mojito (that's a joke, since Mojito's weren't invented yet—don't you know this whole story's set in the '80s?), Vercetti's scrambling to save his rep and keep bullets out of his brain. That's where you come in.

"The reason our main character has a personality, and is talking, is to bleed the action from the cut scene to the mission you're about to play in a lot tighter, more sensible way than in *GTA3*," says Rockstar's VP of creative, Dan Houser. "The script is about 1,000 pages, and with *GTA3* it was about 400. So where we're spending the extra pages is cut-scenes. They're significantly longer. There's about an hour and a half of cut-scenes, but in a 100-hour game it won't feel like you're watching and not playing. We keep them short enough to give you a bit of information, a bit of character, tell you what you need to do, then kick you out into the game. But because there's more talking, you're kicked into the game with more motivation, more of a sense of the personalities you're dealing with and more understanding of who you're going to beat-up, see or interact with later on."

"In *GTA3*, I think the missions that people really, really like are the missions like 'Kill Salvatore,'" Houser continues. "You just worked with this guy for a long time, he stabbed you in



'80s FLASHBACK: DO YOU REMEMBER...

Duck Hunt on NES? Before animal rights activists gave two squats about killing video-fowl, you could blast away at mallards on your NES. Cheaters (you know who you were) sat right in front of the TV and fired.

WHAT THE OTHER GUYS DIDN'T TELL YOU...

GTA: THE MOVIE

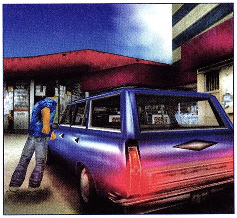
Want to know about the *GTA* movie? Then ask *OPM*.

"I've been banging on the door in Hollywood, trying to get a movie made for *Grand Theft Auto* for five years," says Sam Houser. "And you know what? No one was answering. Then [after *GTA3*], they started calling us. And I'm like, wait, I was out there months ago, sitting in these bad meetings doing a pitch. When you start meeting with these companies they start saying, 'Well, we're going to get this director with this writer with this actor and that and that and that. *That* equation equals *this*. And no, that's *not* how things work!

"So, after five years the door was opened, but it wasn't what I wanted.

"A bad movie, a commercial movie, would damage our game. There's no upside. So, we're keen to explore, but it's something that'll be more of a hands-on indie approach. Even if it's a little thing, it'll be more interesting than a blockbuster."

"If you have the filter to download creativity to someone else in a more interesting way, obviously you'll apply that to other genres, like film," says Donovan. "But when we start talking about making films of our own stuff, it's like, 'Shouldn't we just roll with what we're doing right, for the moment?'"



<<WALTER MONDALE, SIXTEEN CANDLES, MILLI VANILLI, MOONLIGHTING, RAMBO>>

MIAMI VICE

On Sept. 16, 1984, the two-hour season premiere of *Miami Vice*, "Brother's Keeper," saw Miami police detective Sonny Crockett (Don Johnson) reluctantly team up with New York-bred newcomer and shark fin suit-wearing Ricardo Tubbs (Philip Michael Thomas). Over the next five years and 110 shows (111 if you count 1990's ironically named "Too Much Too Late," which NBC never aired) the series proved to be one of the most successful and influential of the era. Dictating fashion tastes, music tastes and the way cop shows would evolve throughout the '90s, *Miami Vice* provided a stylish (if completely far-fetched) view of the drug-busting exploits of the Miami police department.

Unlike cop shows before it, *Vice* thrived on the culture of the time and drew numerous guest stars (many of whom launched their careers on the show) including Phil Collins, Liam Neeson, Bruce Willis, Chris Rock, Bill Paxton, Don King, Gary Cole, Frank Zappa, Gene Simmons, James Brown, John Leguizamo, Julia Roberts, Laurence Fishburne, Melanie Griffith, Ted Nugent, Ron Perlman and many more. It also launched the musical career of Czech-born Jan Hammer, whose guitar-like keyboard riffs and licks helped define a sound unique to the time.

MIAMI VICE BOOKMARKS

Try Googling *Miami Vice* and you'll get 437,000 matches. Head to eBay and search for *Vice* goodies and you'll find hundreds of loosely relevant bits of junk selling for anything between $4 and $400.

www.miamivicecd.com/
Lots of info about Jan Hammer, the Czech musician behind the *Miami Vice* theme, which you may or may not care about, as well as track info and other fluff.

www.miami-vice.org/
Features a pop-up that's actually pretty cool with brief samples of all Jan Hammer's work from the *Miami Vice* album. For $29.95 you can buy a signed copy, too!

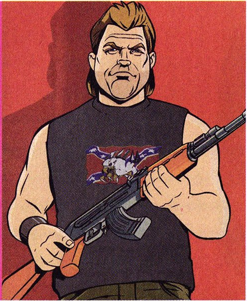
harley.pcl.ox.ac.uk/~mark/miami/
Features some gruesome Java with an awful Midi rendition of the *Miami Vice* theme and a spinning photo cube. The site does have a full episode guide, cast list, sound clips and video clips for you to check out.

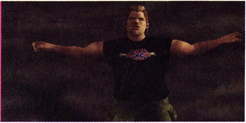
www.miamivice.com/
The "*Miami Vice* Connection" (which isn't as official as its URL implies) features some cool behind-the-scenes stuff, including shots of the cool cars and how they filmed a lot of the great driving sequences. Also features *Miami Vice* "the drink," which features 1.5 oz. light rum, 2 scoops of strawberries, 2 oz. pineapple juice, 1.5 oz. coconut cream, 0.25 oz. grenadine and crushed ice mushed together in a blender. Sounds...pink. The Connection was also the site that the team at Rockstar worked with for "facts to help them with the research and development of the game."

www.grudge-match.com/History/vice-angels.shtml
A brutal *Miami Vice* vs. *Charlie's Angels* Grudge Match? What more could you want. Um...nope, we're not sure either.

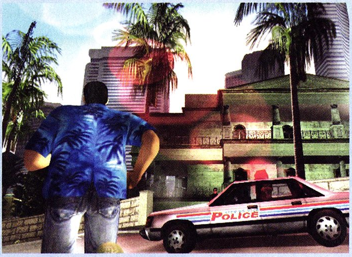
MIAMI VICE, THE MOVIE?

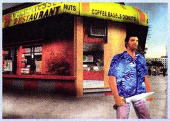
Yep...the answer to the question you probably weren't asking, "Is there going to be a movie of *Miami Vice* nearly 20 years after the series?" has been answered. On May 9 this year, Michael Mann revealed that he had inked a deal to write the screenplay for a *Miami Vice* flick. Mann will also serve as producer on the film and has an option to direct. The TV show's creator, Anthony Yerkovich, will exec produce the big-screen outing, which *Variety* reports as being set in modern-day Miami...not the '80s. We think it would be much cooler if the flick was retro, just like *Vice City*, but beggars can't be choosers. No word on whether Don Johnson and Philip Michael Thomas will return as Crocket and Tubbs.

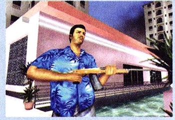


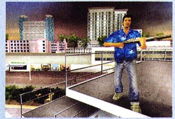


Phil Cassidy
If you thought Vice City was fixed with as many thugs as Liberty City, you're forgetting one key element: This is the Southeast, folks. That's where arms-dealer/redneck extraordinaire, Phil Cassidy comes in. Although Cassidy claims he served in the U.S. Army, records show he was rejected for service because he was a drunk with a serious mean streak.









the back, you know who he is and why you have to take him out. That makes sense to people. In *Vice City* there's more of that sense of development and motivation, which is something I think was missing in *GTA3*."

Having a character with a voice, a name and motivations is an obvious move. A mute main character in *GTA3* limited the game's cinematic feel, and how many times during your *GTA3* time did you want to tell some Mafia lowlife to screw off? Now Vercetti does it for you. Talking back is a minor bonus; the new cutscenes are the feature to get excited about. The plot twists, which were shocking and revolutionary in *GTA3*, are back with a little something extra.

"We wanted to give the sense of story a twist from last time. So it doesn't feel like, at any level, you're playing the same game as you played with *GTA3*," says Houser. "Obviously it looks better, the missions are a lot more sophisticated, the missions are built a lot more into the story of the game. Last time you had choices, but when it was finished you ended up in the same place. We like that model, but we wanted to do something a bit different this time."

The details are veiled in secrecy, so we couldn't figure if these "twists" would parallel the genius script of the last game or if *Vice City* would have multiple endings. We didn't want to guess, either. If there's anything we've learned from our many hours with *GTA3*, it's that we were always spun on our head when we played the prediction game. Too many twists, turns and betrayals. After more prodding and finger-crossing we were clued in, with stubborn ambiguity, to this carefully worded teaser:

"If we were any other company, or in any way sensible, we would have probably just done more of the same," says Donovan. "Risk is the only way we've gotten here; you have to risk everything all the time. There were some mind-blowing things in *GTA3*, but there's too much at stake creatively, too much of a chance to do something cool with *Vice City*. Let's just say that the gameplay changes about halfway through the game. The *whole* gameplay mechanic changes. Suddenly your motivations take on a whole new meaning. And it becomes very non-linear."

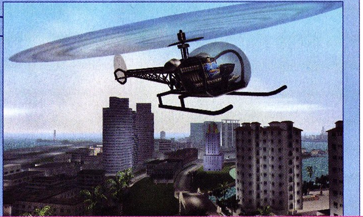
'80s FLASHBACK: DO YOU REMEMBER...

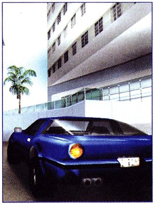
Hands Across America? On May 25, 1986, more than 5 million Americans joined hands, trying to make a chain from New York City's Battery Park to a pier in Long Beach, California. Ronald Reagan even showed up, disregarding the advice of his aides.

WHAT THE OTHER GUYS DIDN'T TELL YOU...

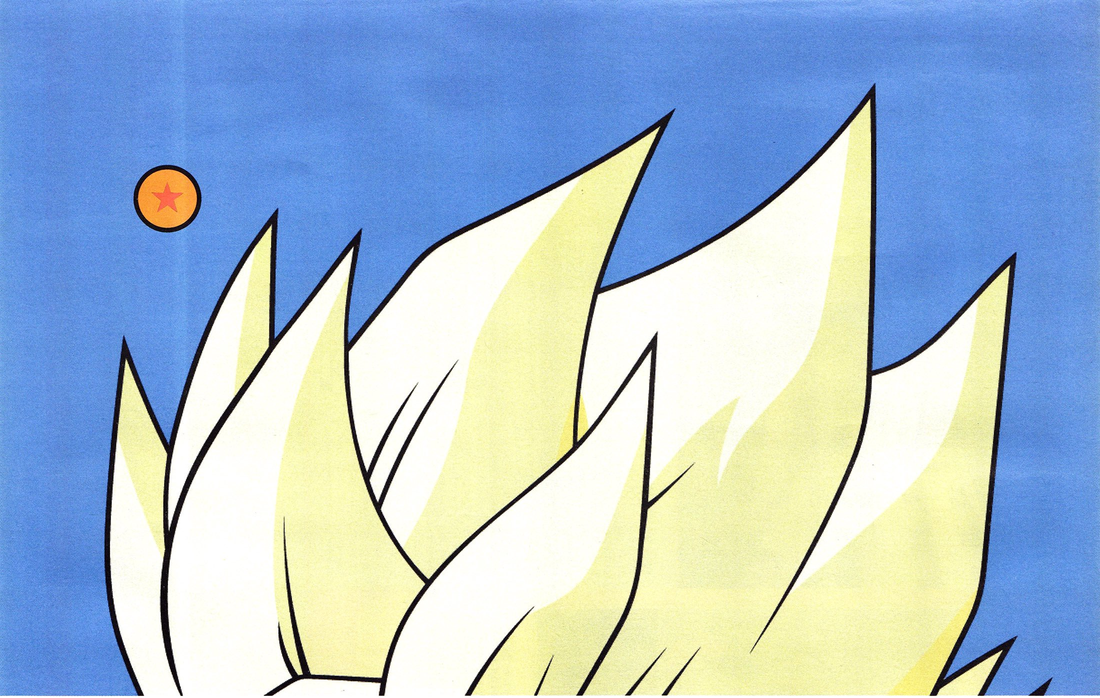
AIR SUPPLY

Forget all about the Dodo. *Vice City* doesn't need a clipped-wing bird for majestic air moments, since it has a score of *Magnum P.I.*-style choppers. But that's not all of the air play. What you don't know is there are airplanes. Air. Planes. Get excited, because there's nothing better than flying a full-winged bird over the ice-blue ocean during sunrise. Considering Vice City is such a water-rich environment, you can even commandeer one of those silly seaplanes with floats in place of new-fangled landing gear with wheels. As for shooting from planes, uh, no, you can't. Not yet, at least.





<<TRANSFORMERS, TIANANMEN SQUARE, G.I. JOE, DEVO, KNIGHT RIDER, RUN DMC>>



ICEBERG? OR ULTIMATE WARRIOR?

FIND OUT SOON. ONLY ON PLAYSTATION®2.

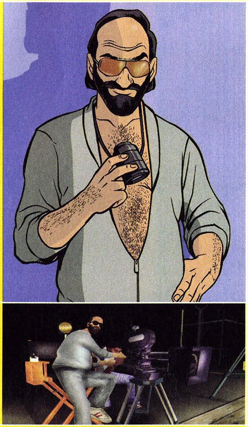
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

FUNimation Productions, Ltd.

INFOGRAMES

PlayStation®2

© 2002 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation, Productions, Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. © 2002 Infogrames Interactive, Inc. All Rights Reserved. Manufactured and marketed by Infogrames, Inc., New York, NY. All other trademarks and trade names are the property of their respective owners.



Steve Scott
A film director who is a fan of the finer things in life—namely sharks and mashed potatoes—Steve Scott rubs elbows with anyone involved in Vice City's organized crime ring. His sole purpose in life? To score barrels of cash for his latest film. But with all the buxom babes in Vice City, we figure he has an eye out for a willing, doe-eyed beauty for his next flick.

PERIOD PIECE

James Cameron can have the *Titanic*, Martin Scorsese can figure out New York City in the 1800s, but Rockstar has laid serious claim to the 1980s, and has done it in superb fashion. Remember the '80s? That unwholesome decade of excess and sin? Marked by a booming economy, a numbskull actor-turned-president, cocaine in droves, car phones (not cell phones), mullets, the *A-Team*, leg warmers, big hair and Michael Jackson playing the role of a musical god, the '80s were so full of cringeworthy cheese that it's easy to forget there was—trust us—some cool stuff going down. *Miami Vice* is a prime example.

"It was out of control how big *Miami Vice* was," says Sam Houser. "They were the biggest stars in this country, and if you go back to watch it, it's like a mission in our game. It's very well put together. I'm a massive fan of Michael Mann, and when you watch it, the gadgetry, the detailing, the cars, the way they hold the weapons, a lot of that style is in *Miami Vice* and now in *Vice City*."

But as cool and as popular as *Miami Vice was*, it still comes off as comical when viewed in hindsight. Rockstar is applying that exact formula to *Vice City*, making humor (again) a big part of their game. Remember how *funny GTA3* was? Those commercials could get a chuckle even after you've heard them 65 times. It was splendidly subtle, and therein lied the guffaws. So gleaning a decade known for bad hair and worse clothes, there's plenty of source material to score laughs.

"You know, there's no way *Scarface* or *Miami Vice* or *Less Than Zero* or *Goodfellas* set out to be particularly funny," says Donovan. "They seamlessly integrated style and fashion and they made those layers work together. Yet, in the middle of every *Miami Vice* there's almost always a full pop video. It's insane. *How did they get away with that?*"

The trick for Rockstar to achieve their clever, ironic pasting of the '80s

'80s FLASHBACK: DO YOU REMEMBER...

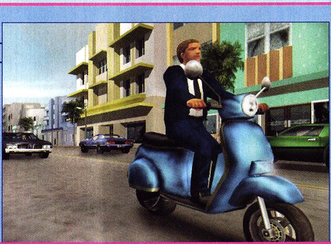
When The Joker murdered Robin?
In 1988's Death in the Family, (Batman No. 428), The Joker murdered Robin. But who really killed him? You. Fans dialed in to vote on Robin's fate. He died by 72 votes.

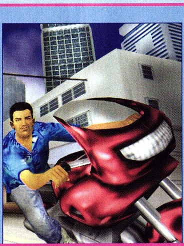
WHAT THE OTHER GUYS DIDN'T TELL YOU...

THE FAGGIO AND THE SANCHEZ

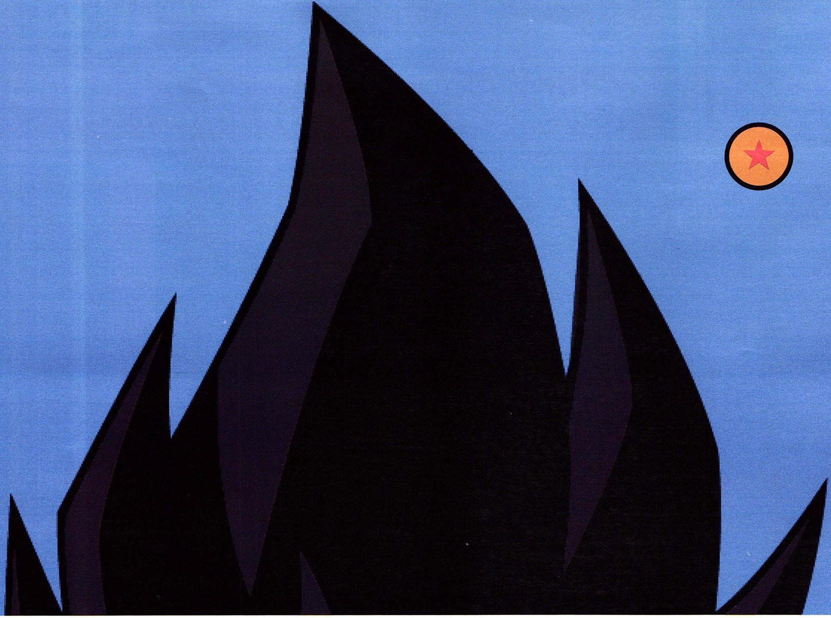
There are motorcycles. *Everyone* knows that. But what you won't know, until you buy the game on Oct. 29 at least, is that there are more hogs than the Harley clone you've seen sprinkled about the Web. The Faggio, a moped-style Vespa clone (shown to the right in magnificent fashion), is one bike that might not be on your radar. The best part about it is that, when doing drive-by's, you can actually shoot straight ahead.

The biggest secret this side of two-wheeled transportation is a dirt-bike called the Sanchez. Where'd they get the name? Do the math.





<<ATARI 2600, HE-MAN, BILL BUCKNER, JELLY SHOES, LEE IACOCCA, DURAN DURAN>>



MOUNTAIN RANGE? OR ULTIMATE FIGHTER?

FIND OUT SOON. ONLY ON PLAYSTATION®2.

RATING PENDING
RP
CONTENT RATED BY
ESRB

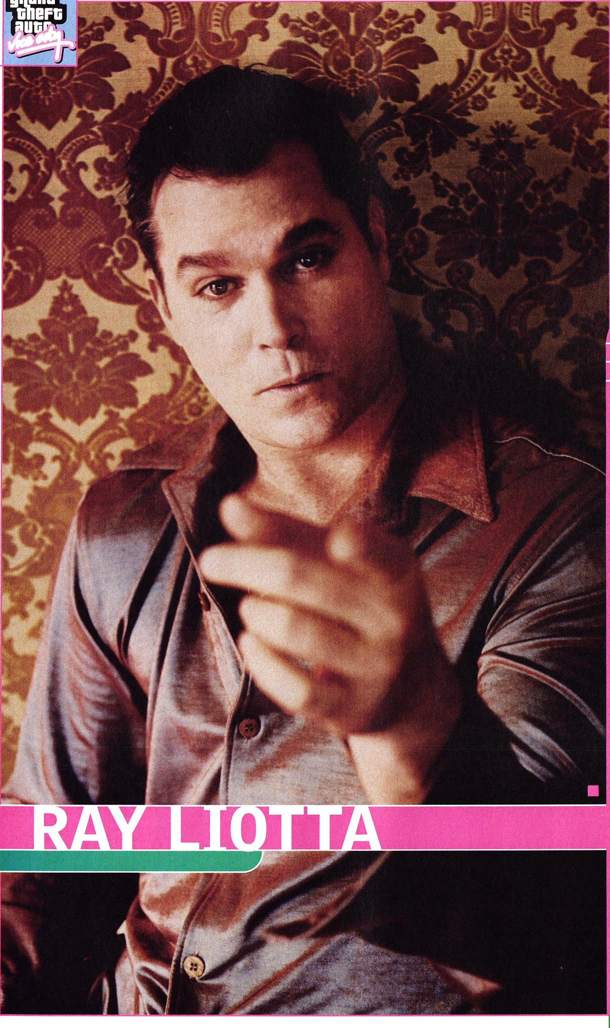
Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

FUNimation Productions, Ltd.

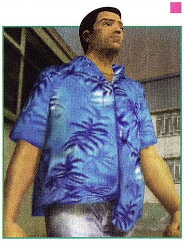
INFOGRAMES™

PlayStation®2

© 2002 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation, Productions, Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. © 2002 Infogrames Interactive, Inc. All Rights Reserved. Manufactured and marketed by Infogrames, Inc., New York, NY. All other trademarks and trade names are the property of their respective owners.



RAY LIOTTA



Tommy Vercetti, voiced by Ray Liotta

WHAT THE OTHER GUYS DIDN'T TELL YOU...

Before *GTA3*'s release, Rockstar was gunning to get the *Goodfellas* star into the fold, but they couldn't get a deal together in time. For the sequel, they weren't going to let him slip through the cracks. In *Vice City*, Liotta plays the lead role as ex-con Tommy Vercetti. His soft, haunting voice reminds us of what a badass he was in *Goodfellas*.

Filmography

If you don't know the name Ray Liotta, shame on you. But instead of belittling you the way you should be belittled, we offer up a list of Liotta's most noteworthy flicks, splitting them between the ones you should see, and those you should definitely avoid.

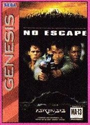
THE WORTHWHILE

- Goodfellas (1990)
- Cop Land (1997)
- Field of Dreams (1989)
- Heartbreakers (2001)
- Muppets From Space (1999)

THE TO-BE-AVOIDED

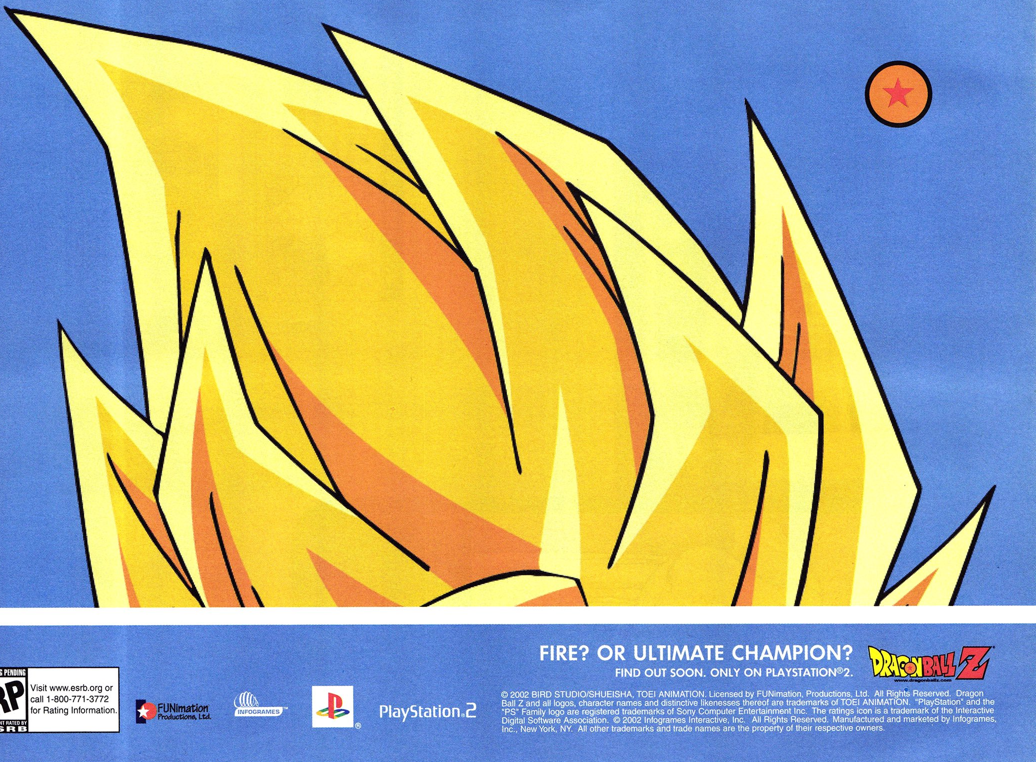
- John Q (2002)
- Hannibal (2000)
- A Rumor of Angels (2000)
- Blow (2001)
- No Escape (1994)

Liotta's Revenge



If you were sensible, you figured *Vice City* was Liotta's video-game debut, and for the most part, you're right. While his voice wasn't a part of the 1994 Genesis and SNES title *No Escape* (based on the awful film), his likeness was used. He's even featured in full photographic glory on the game box!

Ray Liotta photo by Lorenzo Agius



FIRE? OR ULTIMATE CHAMPION?

FIND OUT SOON. ONLY ON PLAYSTATION®2.

DRAGON BALL Z
www.dragonballz.com

RATING PENDING
RP
CONTENT RATED BY
ESRB

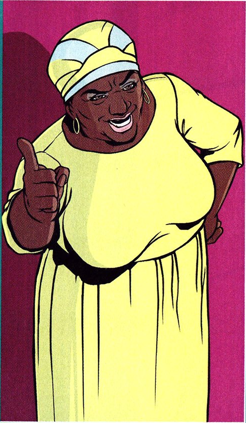
Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

FUNimation Productions, Ltd.

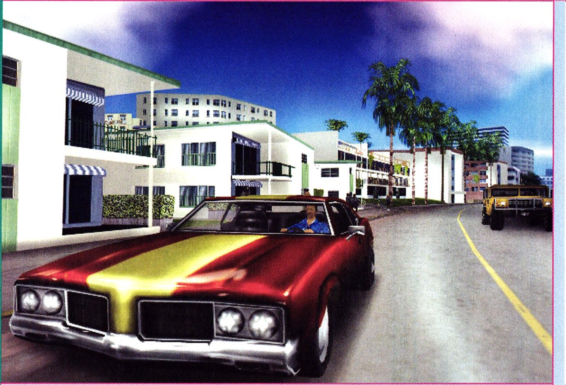
INFOGRAMES™

PlayStation 2

© 2002 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation, Productions, Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. © 2002 Infogrames Interactive, Inc. All Rights Reserved. Manufactured and marketed by Infogrames, Inc., New York, NY. All other trademarks and trade names are the property of their respective owners.



Auntie Poulet
Of all the personalities and characters swarming around Vice City looking for their piece of pie, we have it on good authority that you don't want to make the mistake of double-crossing Auntie Poulet. This larger-than-life Haitian matriarch knows a thing or two about a thing or two, and she's a dangerous fang of venom if you get on her bad side.



is that they don't feel they're at the mercy of their influences. They're merely using those wacky 10 years as a backdrop for stylizing the game and giving them a contemporary slant.

"The '80s are only used to give the game a spin, to make it feel different," says Houser. "We're going back in time and we're telling a story, a story that *happened*. Though *Vice City* is clearly set in the '80s, it's very clearly a 2002 reflection on the '80s. It's clearly hindsight being used here. It's not like, *You are in 1986!*"

"The game is very funny and sensitive to the time, but you can only make those jokes because it was 15 or 16 years ago," Donovan says. "If you don't couch stuff in black humor, you lose taste. And you can't do *GTA* without a sense of taste, without a boundary line, without the overprotection of pastiche."

Understand, though, that Rockstar's take on the '80s is more than just quips about mullets and social commentary on outdated leisure suits. There's some deep-seeded stuff at work that subtly authenticates their efforts.

"*Less Than Zero* captures the horrible cocktail of success and depression and depravity," Donovan says. "Arguably, my favorite moment in any film is when Jamie Gertz is asked, 'Are you happy?' And she says, 'No. But do I look good?' You know, that's so *Vice City*. I look f—king phenomenal and my soul is in threads."

That sense of depravity and success is fueled by a seemingly never-ending soundtrack that adds a whopping layer to the game. From leather-and-studs rock to hilariously synthesized new wave pop, Rockstar is filling the airwaves with some of the best and worst hits of a decade that skilled musicians seemed to avoid.

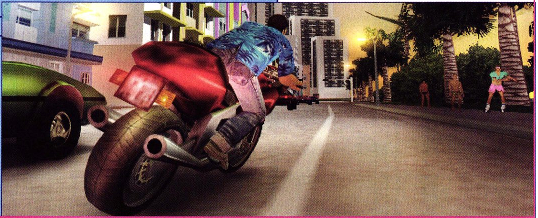
"In the first game there were about three-and-a-half hours of music, this time there will be nine hours," says Houser. "We're very confident that it'll be better than anything any game or any film has ever done. Partly because of sheer size, but also because, well, we have confidence in our taste in music."

'80s FLASHBACK: DO YOU REMEMBER...

When televangelist Orel Roberts asked for a fast $2 million? That's right! This class act said God would strike him down if he didn't score $2 million from his viewers. The odd part? People sent him cash!

WHAT THE OTHER GUYS DIDN'T TELL YOU...

EVEN MORE INSANE
It's logical to expect the Insane Stunt Jumps to return. After all, they were such a badass element of *GTA3* that you couldn't resist doing them. There was little better than taking cars over elevated train tracks in slow motion, and figuring out the best way to use the city's other dropped-in ramps. But what about doing new jumps in a new city with a motorcycle? Or on, *aww yeah*, a boat!? You'll be able to do both, with that same cinematic camera to get that silver screen effect. We're hoping to figure a way to barrel roll the choppers, too.

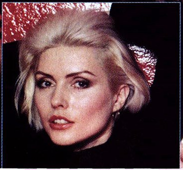


<<TIGHTROLLED JEANS, PETE ROSE, FOOTLOOSE, THE COSBY SHOW, RUBIK'S CUBE>>

Nena

Judas Priest

Blondie



Iron Maiden

PUMP UP THE VOLUME

WHAT THE OTHER GUYS DIDN'T TELL YOU...

If you don't get enough *Vice City* music while playing, you'll like that Rockstar and Sony Music (Epic Records) inked a seven-album deal so you can listen to the soundtrack in your own car. The albums will release on Oct. 29. Each album will feature music from a different radio station. "It's an enormous deal," said Donovan. "It's the biggest soundtrack for anything ever. They're great albums."

Espantoso (Jazz)
"Expansions" by Lonnie Liston Smith

Fever 105 (Soul/Disco)
"Summer Madness" by Kool and the Gang
"Ghetto Life" by Rick James

Flash (Pop)
"Out of Touch" by Hall & Oates
"Self Control" by Laura Branigan

Emotion (Anthems)
"Just Died in Your Arms Tonight" by Cutting Crew

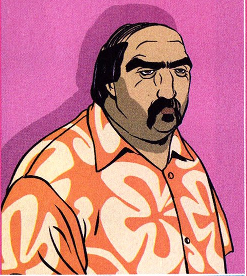
V-Rock (Rock)
"You Got Another Thing Coming" by Judas Priest
"Two Minutes to Midnight" by Iron Maiden

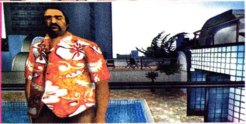
Wave 103 (New Wave)
"Atomic" by Blondie
"99 Luftballoons" by Nena
"I Ran" by Flock of Seagulls

Wildstyle (Hip Hop/Electronic)
"The Message" by Grandmaster Flash
"Get It Girl" by 2 Live Crew

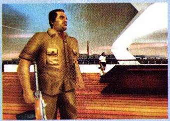
'80s FLASHBACK: DO YOU REMEMBER...

When Michael Jackson was black? The King of Pop used to have a little more pigmentation before his thousandth skin-lightening treatment. At that point, Michael's face also featured a nose and lips. No longer.





Gonzalez
This all-smiles chunkster works for Colonel Juan Garcia Cortez, and thus has diplomatic immunity. He's part of the cultural affairs division of the San Dominican consulate. He's greedy, he's secretly buddies with Ricardo Diaz, and he spends most of his time in a Vice City penthouse, eating bon-bons and perfecting his combover.



The diverse soundtrack features mustachioed talents like Hall & Oates, Rob Halford from Judas Priest "singing," one-hit wonders galore, and MTV savior Ozzy Osbourne from his "Bark at the Moon" days. Yowser.

"The music is from every label on Earth," says Donovan. "It's just been six months of hard, grinding work. Because you're talking about tracks that have four members, four management teams, anything up to four publishers, one record label and all of those people have approval over what you do. We avoided this in the past, but for this we couldn't."

The music-picking process was simple: Rockstar bought every album they thought might work for *Vice City* and listened to tunes while driving around in *GTA3*.

"There's a certain tempo of record that works well in the game," says Dan Houser. "It can't be too fast, because this isn't a pedal-to-the-metal driving game, so there has to be a certain swing to it."

A lot of music, a ton of music actually (look for particulars about their seven-album mega-deal with Sony on page 175), is outstanding, but radio stations make their money on advertising. With more tunes than ever, the number of witty, high-concept commercials has tripled from 20 to 60.

"One of the things about *GTA3* that spurred us on was that if you're going to play a game for 100 hours, we wanted to make that experience as rich as possible," Donovan says.

If you wonder if people bother listening to the commercials, consider that Rockstar sold out of T-shirts for the fake companies created for the game. Pogo the Monkey was inarguably our favorite.

In Rockstar We Trust

What was your favorite part of *GTA3*? Discovering the Insane Stunt Jumps, finding the hidden packages, punching out clueless pedestrians, flipping the channels on the radio, stuffing your car full of prostitutes, meeting with immaculately voiced bad guys, flying the Dodo? Expect even more facets with *Vice City*. There are now planes, helicopters and boats, which allow for an altogether new dynamic. The boats are much more integral because of all the waterways. Plus they're a hell of a lot faster. The whole city is bigger, but more importantly, it's not Liberty City plus. It's a new city for you to work, play and steal in.

"We could've added 30 or 40 or 50 missions in Liberty City and most people would've been happy. It would've been very straightforward to do, and it would've been accessible," says Houser. "I think a lot of people are just expecting a mission pack. But that's bollocks. *GTA3* had a great impact on people, and we wanted to *recreate* that impact. It was difficult, but we had to do it. You can't keep everyone happy all the time, but the cool things about *GTA3* have been taken to the next level."

The "next level" means some kick-ass, all new surprises. Think about the Dodo. Apparently Rockstar just threw it in there, but even they didn't anticipate that it would gain such a huge following. But that's exactly the point. The user defines the experience. It's a product of freedom. It's a wonder why other game makers haven't busted their humps around the clock, figuring out how to follow Rockstar's lead.

"With *GTA3*, we just made a world and let people do what they wanted," says Houser. "While you're in a mission you don't have to go around whacking innocents and cops. But if you want to, you can. And that's always been the angle, since very early on. 'I don't want to do a mission, I just want to fart around doing a sub-

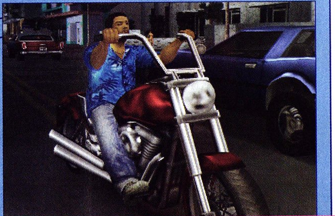
'80s FLASHBACK: DO YOU REMEMBER...

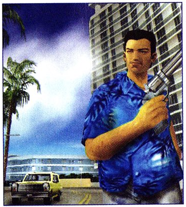
Who Shot J.R.? While John Hinckley tried to impress Jodi Foster by gunning for the president on live TV, most of America was more concerned with who put a bullet in J.R. Ewing, from *Dallas*.

WHAT THE OTHER GUYS DIDN'T TELL YOU...

KICK IT!

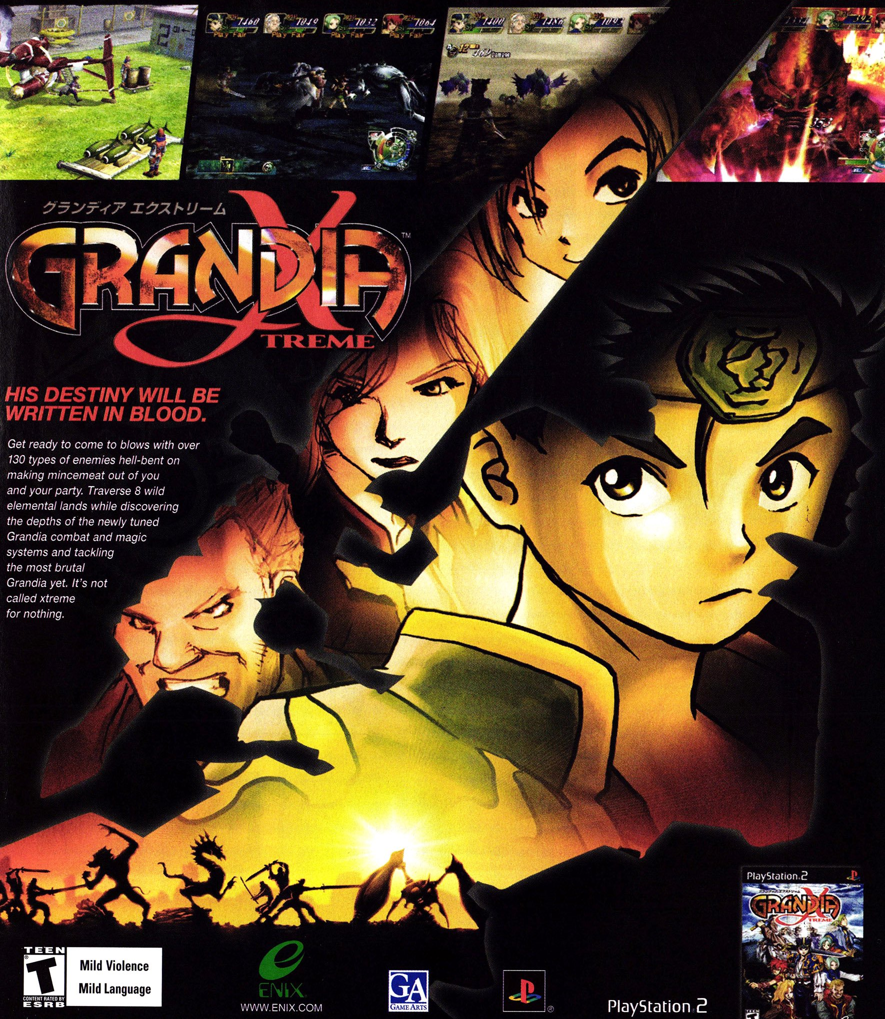
Stealing a car is such tedious work: tug the handle, pull out the innocent, get in, close the door, press on the gas, pull away. *Boooooring*. That's so *GTA3*. Stealing bikes, on the other hand—now that's fun. Not only can you shoot some clown who's driving by with his feathered hair flapping in the breeze (which sends the bike beautifully spinning), now you can get close enough to drop kick him off! That's right! You can do a seriously sweet roundhouse kick, putting a big boot to the sternum, and it will put the driver in serious misery. You'll have to retrieve the bike, but who cares?





<<MEMBERS ONLY, FLASHDANCE, ALEX P. KEATON, LIVE AID, PRETTY IN PINK, ALF>>

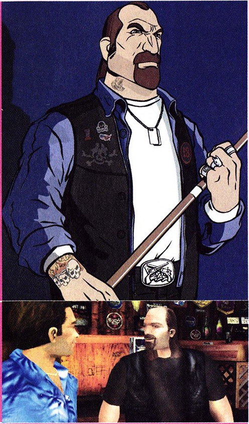
THE EYES OF A BOY. THE SWORD OF A MASTER. THE FIGHT OF HIS LIFE.


グランディア エクストリーム
GRANDIA XTREME™
PlayStation 2
TEEN
T
Mild Violence
Mild Language
CONTENT RATED BY ESRB
ENIX
WWW.ENIX.COM
GA
GAME ARTS
PlayStation 2

HIS DESTINY WILL BE WRITTEN IN BLOOD.

Get ready to come to blows with over 130 types of enemies hell-bent on making mincemeat out of you and your party. Traverse 8 wild elemental lands while discovering the depths of the newly tuned Grandia combat and magic systems and tackling the most brutal Grandia yet. It's not called xtreme for nothing.

©1997, 1999, 2000 GAME ARTS. ©2002 GAME ARTS/ENIX. ENIX is a registered trademark of Enix Corporation. Grandia is a trademark of Game Arts Co. Ltd. Characters designed by Kamui Fujiwara. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All Rights Reserved.



Big Mitch Baker
This surly ex-Nam vet won the Purple Heart for clearing out an entire village of Viet Cong during his time in Vietnam. Now a motorcycle enthusiast, he's also a lawless degenerate bitter about the treatment of war veterans. He likes pinball, pool, hard rock, public urination and fist fights. He also likes hell-raising, which is why he's been in jail 13 times.

game or riding around on a bike or driving a car. Or maybe I'll get a flamethrower.'"

Creating freedom in an interactive experience and constructing a world where anything goes is quite a feat. Adding to that seems like the greater challenge. But that's what Rockstar loves to do.

"We hardly ever get an idea sent into the Rockstar mailbox or on a message board that we haven't already had," Donovan told us. "Because if you've had a group of people living with the game for seven or eight years, obviously, all you do is dream about the things you haven't done yet."

So, what's the secret? How do they decide what goes in and what gets cut?

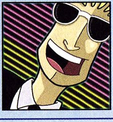
"If it's fun, it's going in," says Houser. "We go online and read what people want, and it's a little out there. Most people just want what we want, but someone on the site said they want children and animals in the game, and we're like, 'Why?' They're not fun; they're not funny. We're trying to depict the same kind of stuff you find in similarly relevant gangster movies and TV shows and popular culture. The mass-market stuff."

The *GTA* rip-offs are starting to roll in, and some companies are aiming to create more mature titles because they think they'll sell. But they're all missing something.

"*The Getaway* and games like that are missing what's cool about *GTA3*," Houser continues. "The *GTA* series has a lot of personality and vibe about it, it's just that *GTA3* showed it off [graphically]. It's a game that's really in your face and reacts to you. It talks back to you. The other games don't do that. I don't talk about the competition, but it surprises me that now there are people that are saying, 'Wow, I guess we should do mature titles. Let's add in X, Y, Z, now focus test and *boom*, here's the game!' And I say *no, no, no*. You can't make games like that! Do I want to go down the path or do I want to stray from it? In our game you have that choice. That's what people aren't getting."

Apparently. But we raised our hand

'80s FLASHBACK: DO YOU REMEMBER...

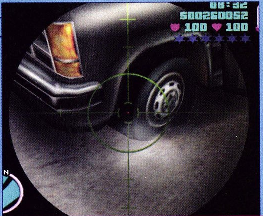


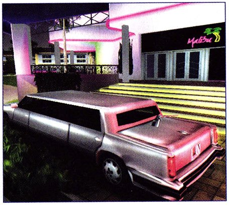
M-M-Max Headroom? Ahead of his time, this famous video drone—and Coca-Cola spokesperson—was acted out by Matt Frewer. Here's a Trivial Pursuit shocker: Max was never computer-generated.

WHAT THE OTHER GUYS DIDN'T TELL YOU...

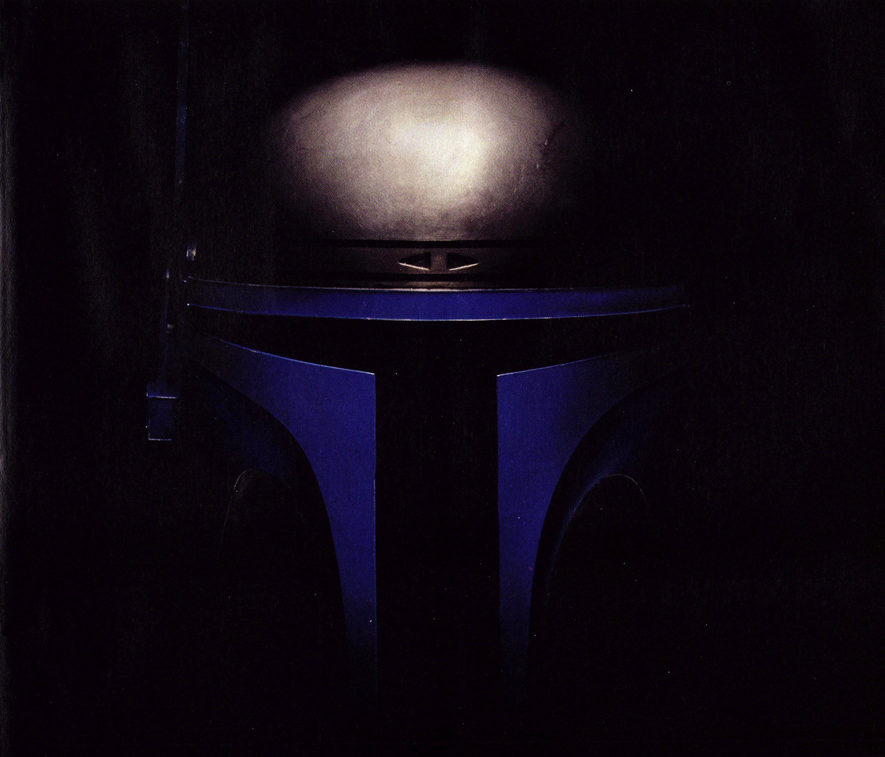
SERIOUS STOPPING POWER

Shooting out car tires was the next logical step (we've seen it in every action movie since muskets were invented), but you had to know that Rockstar would push that envelope to the table's edge in their newest game/film. Another way to slow down that runaway ride is to pull out your sniper rifle and put a bullet through the windshield! That's right, folks, if you're about to get a mouth full of grisly car grille, you can curb the vehicle with a bit of accurate aim. If you miss, of course, you can forget about walking for six to eight weeks.





<<MR. BELVEDERE, E.T., GARBAGE PAIL KIDS, JIM BAKKER, SILVER SPOONS, MENUDO>>



THE HUNT BEGINS

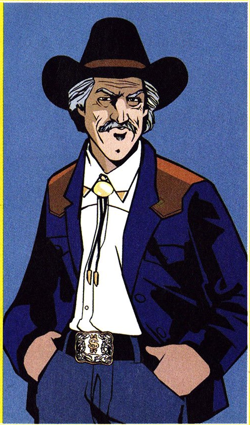
NOVEMBER 2002

WWW.STARWARSBOUNTYHUNTER.COM

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

© 2002 LucasArts Entertainment Company LLC © 2002 Lucasfilm Ltd. & TM or ® as indicated All rights reserved.Used under authorization.LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd.



Avery Carrington
This big-belt buckle wearin', bolo tie lovin', strong willed Southerner don't cotton to thuggish locals. At 51, he figures when the Lord's ready to take him to heaven, he'll be ready to go. But that time ain't come just yet. A man of immovable principles and absolute faith (both of which he shared with his beloved "Daddy"), this is one of *Vice City*'s most dangerous men.

with one concern: Will it be fun to do all the old stuff in a different landscape? So, if you're asking that question, you're not alone.

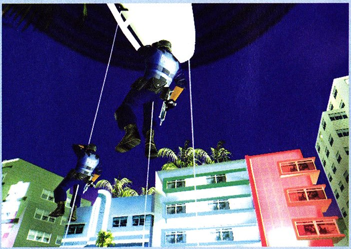
"I wondered: How fun is that going to be in a new city? But the things I thought I was tired of doing in the original game, I'm pumped about doing again," says Houser. "It became very fun because of all the new toys and people and things that go with it. If the impact is there for someone like me, who spends a lot of time with it, I think people will really get into it. I was playing, and I pulled out this big handgun and I saw a guy riding by on a bike so I shot him. He fell off and the bike went spinning. I was like, *yeah*, that's quite fun."

"We have the luxury of being in such a pathetically young industry that there's no one around to say, 'That's probably not a good idea,' or, 'People probably won't like that,'" says Donovan. "We've met a lot of people in the last year from outside this industry, because the phone started ringing somewhat. And they're like, 'How do you do it?' And our answer is, 'We just do what we like.' No one wants to buy our answer."

THE '80S ARE AROUND THE CORNER

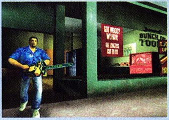
You feel a sense of ownership. You bought *GTA3* the day it came out. You learned to fly the Dodo before any of your buddies, and you found all 100 hidden packages without a cheat sheet (which took a few minutes longer than infinity). You're still playing the game three hours a week, and you can't wait for a sequel. You and everyone else.

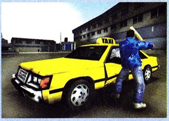
Grand Theft Auto III made something amazing happen. Rockstar created an interactive world that you lived in at your house, that we lived in at our apartments, while 7 million other players were having a unique experience while living inside that same world. Some people play for three hours sniping innocents without ever bothering to complete a mission. Others are so polite they slow down so they don't run over pedestrians.



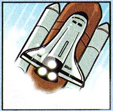
Now it all gets to start over with *Vice City*. Bigger, better, faster, more. Everything applies. It's everything you've been waiting for, and everything you don't expect. We are often very picky about the games we play at home, because where's the cultural impact? Who are we going to talk about games with when we hit a bar to have a drink? But we can't wait to spend our 100 hours with *Vice City*, just so we can trade adventures at the local tavern. That's what *GTA* has effectively done: It's penetrated our culture in such a way that it's something to talk about, the same as Tom Cruise's latest average performance or Madonna's most recent chart-topper. Hallelujah.

"Liberty City was the worst city on Earth. Vice City is very different, it's simply *not* the worst city on Earth. It has glamour, underbelly, and the two live together in a very interesting cocktail of emotion. *Vice City* will be bigger than *GTA3*," Donovan says. "It's that simple. *Why* is it now? It *should* be now. The technology's there, the enthusiasm's there, now let's f—king get on with it."





'80s FLASHBACK: DO YOU REMEMBER...

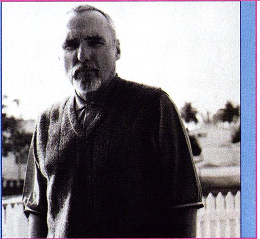


When the Space Shuttle Challenger blew up? The defining tragedy of the '80s, the Challenger took off in January 1986 and blew up within minutes. Seven were killed, including a public school teacher.

WHAT THE OTHER GUYS DIDN'T TELL YOU...

STAR POWER

If you're keeping up with things, you know Ray Liotta is the voice of main character Tommy Vercetti. You might even know there are over 20 celebs lending their pipes to other characters in *Vice City*. While we don't want to tell you all of the biggest names (there have to be some surprises—like when you first heard Michael Madsen in *GTA3*), how about we tell you about these three big-timers: actor Dennis Hopper, porn-star Jenna Jamison and Hall of Fame defensive end/ex-coke addict Lawrence Taylor. How's that wet your celeb whistle?



Dennis Hopper photo by Isabel Snyder, Jenna Jameson by Michael Williams

<<MIKE SEAVER, BUGLE BOY JEANS, CHOOSE YOUR OWN ADVENTURE, BIG BANGS>>

COMPUSA TECHNICAL SERVICES
WE MAKE TECHNOLOGY WORK!
• Repair • Upgrades
• Carry-in or On-site
1-800-COMPUSA
OPTION 6

forever
paradise
explore
magnificent
escape
beautiful

LOADS OF STUFF
www.gamefixx.com/egg

Mr. November

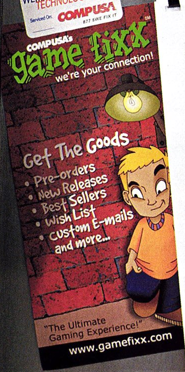
Master Gamer

Thanks to CompUSA®, you can join game fixx℠ and get free entry and a chance to win big prizes in our tournaments, 10% off on games and accessories*, and access to a huge selection of hardware. Game fixx gamers enjoy priority order status online, so you can stop counting the days until a new product is released. Sign up for game fixx and browse our massive selection online or in a CompUSA store. Join game fixx and master the gaming world today.

COMPUSA's game fixx℠
we're your connection!

SUN	M	T	W	TH	F	SAT
					1	2
3	4	5			8	9
10	11	12			15	16
17	18	19		21	22	23
24	25	26	27	28	29	30

GO PICK UP
HARRY POTTER
GAME AT
COMPUSA


WE MAKE TECHNOLOGY WORK.
Serviced On: COMPUSA 877 SWE FIX IT

COMPUSA's game fixx℠
we're your connection!

Get The Goods
- Pre-orders
- New Releases
- Best Sellers
- Wish List
- custom E-mails
- and more...

"The Ultimate Gaming Experience!"
www.gamefixx.com

HOME SWEET HOME
BELIEVE
Here

TURKEY
STUFFING
CRANBERRY SAUCE
ONIONS
PUMPKIN PIE
SODA
LIGHT BULBS
CAT FOOD

Love

BE MINE

All the Gaming Stuff, All the Time.

COMPUSA

GAME FIXX RULES

*For more details go to: http://gamefixx.compusa.com/gamecard/default.asp

© 2002 CompUSA Management Company. CompUSA and CompUSA The Computer Superstore are registered trademarks and game fixx is a service mark of CompUSA Management Company.

29139

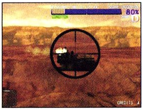
GAMES **REVIEWED**

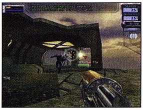
PS2 Games

Blade II 183
Commandos 2 183
Defender 184
Grandia Xtreme 184
NASCAR Thunder 2003 ...184
Need for Speed: Hot Pursuit 2 186
NHL Hitz 20-03 188
RLH: Run Like Hell 188
Robotech: Battlecry 188
The Scorpion King: Rise of the Akkadian 188
Sega Bass Fishing Duel ...190
Sega Soccer Slam 190
Silent Scope 3 190
Sly Cooper and the Thievius Raccoonus 182
Sub Rebellion 190
Summoner 2 192
The Thing 192
Tribes Aerial Assault 194
Turok: Evolution 192
Ty the Tasmanian Tiger ...192
Wild Arms 3 196

PSone Games

Gundam Battle Assault 2 ..196
Madden NFL 2003 196
NFL GameDay 2003 196



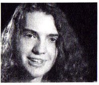


THE **FINAL SCORE**

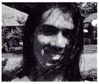
●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the critics



JOHN DAVISON
John bravely bowed to the '80s theme of the issue by dredging up this pic from his glory days of progressive metal. Dig those locks, ladies!

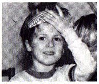


GARY STEINMAN
For Gary, fashion and music began and ended in the '80s. Which is why he might visit *Vice City*, despite all the icky violence there.

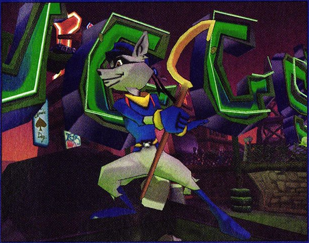
JOE RYBICKI
In 1983 Joe's dad brought home an IBM PC and a copy of *Zork II*—the rest is history. He's still stuck in "maximum verbosity" mode.

CHRIS BAKER
Often clad in IZOD, Chris regularly used his Laser Tag gun to pretend he was Luke Skywalker... and this month, he actually met him!

TODD ZUNIGA
Infinite video-gamin', feathered hair and tight-rolled jeans defined '80s Todd. And chicklessness. The more things change...



SAM KENNEDY
In the mid-'80s, titles like *Shinobi* and *Contra* were what got Sam so hooked on games. Playing them now on PS2, he feels just like a kid again.



SLY COOPER AND THE THIEVIUS RACCOONUS

Spyro meets Crash meets...Solid Snake?

Publisher Sony CEA
Developer Sucker Punch
Web Site www.scea.com

Something happened while playing *Sly* that I've never experienced before. Maybe it's just because I'm a bit lazy, but most platform games that lean heavily on the collection mechanic leave me pretty cold. I liked *Jak and Daxter*, but I had no real inclination to finish it with 100 percent cleared. *Sly* is different, though. I'm obsessed. I beat the main portion of the game fairly quickly, but for once that wasn't enough—I had this uncontrollable urge to go back and find everything. **I haven't been this hooked on a platformer since *Crash: Warped*.**

> **"None of the levels are too long, but they all offer challenges that let you grow with the game."**

So what's different? At first you may think it's just because it's a very pretty game. There's no denying that the visual style Sucker Punch has established is absolutely stunning. The art itself is distinctive and unique, while the animation is slick, cartoon-like and filled with humor. The guys behind this title really seem to have a handle on how to pull off subtle visual gags, so much so that you are constantly spotting neat little touches. **This keeps the game interesting to watch even when you're revisiting a level for the umpteenth time** to unlock one of the final extras.

The meat-and-potatoes of the game is probably pretty much what you're expecting. It's a slick platform adventure that presents you with a series of hubs from which to visit specific levels, collect the necessary goodies and leave the level. Beating levels gives you keys, keys open up new areas, and new areas offer new challenges.

Like its spiritual predecessors, *Spyro* and *Crash*, the gameplay isn't just hopping and bopping. Aside from the jumping, collecting, running, swinging, sneaking, stealing and hitting things with a big hook on the end of a stick, the game also **features a plethora of simple but incredibly fun mini-games**. Variations on *Super Sprint*, *Robotron*, *Asteroids*, turret-based shooters and, erm, a thing where you run around catching chickens while avoiding bomb-toting roosters, keep the pace of the game varied and exciting. None of the levels are too long,

but they all offer challenges that let you grow with the game.

The real hook for me was the unlockables. Aside from simply beating a level, there are two other significant challenges for you to meet. First, dotted around most levels are bottles containing clues. Collect all of the clues and you can break into a safe where a page from the *Thievius Raccoonus* (the book that teaches young Sly how to be a thief) is stashed. Each page provides a new skill that in turn makes collecting further clue bottles easier. Again, the pacing and structure of the game means that **the process of achieving goals and being rewarded is sufficiently frequent that you always feel like you're doing something new**. Once you've collected all the pages of the *Thievius Raccoonus* you then get to go back to each level to try to beat it within a set time limit. Beat the clock and you get to open up a special "commentary" track for that level, just like the director's tracks found on most DVDs these days.

> **"Like its spiritual predecessors, *Spyro* and *Crash*, the gameplay isn't just hopping and bopping."**

Control is tight and instantly accessible. Some of the seemingly more complex moves—the ones that involve leaping off a wall, hooking onto something with your stick, swinging, jumping and then landing with a flourish on nothing more than a twig—are actually easier than they look. The control system evolves with you as you open up all the new skills, and pretty much everything that would be otherwise complicated is context-sensitive. If Sly needs to sneak up against a wall, Solid Snake-style, he'll know that's what you want to do when you walk up to a wall and hit the Circle button. Simple design thoughts like this just don't show up as often as we'd like.

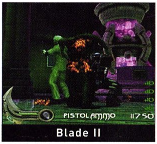
If there are any complaints, the only thing I can think of is that **you can "beat" the game in less than 10 hours**. There's no way you'll have opened everything up in that time, but you will have seen all the levels, fought all the bosses (each of which provides a dramatically different challenge, from traditional "hit him lots" brawls to *PaRappa*-style memory games) and seen the first end sequence. The extra stuff really helps stretch things out, though, and if you're anything like me, you'll happily sit for another 10 hours to do so.

Final Score ●●●●●

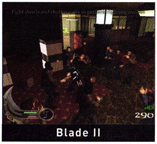
John Davison

E

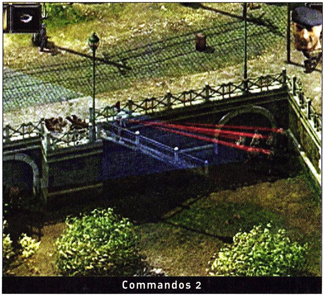
Players: 1
Memory Card: 49 KB



Blade II



Blade II



Commandos 2

Blade II

Publisher Activision
Developer Muckyfoot
Web Site www.activision.com

If there's one thing I've learned from *Blade II*, it's this: **Vampires love monotony**. I guess it's to be expected from a species damned to eat and drink the same thing every day, but who'd have known that within the walls of their inner sanctums—no matter how big they may be—lie multiple rooms and hallways that look *almost exactly the same*? In Karkov Tower, for example, go through a hallway lined either with golden dragon heads or a series of identical glass-encased statues, and you'll usually encounter a large room perfectly symmetrical in its balance of computers, servers and soda machines. Vamps even take delight in saying "the Daywalker!" or "freak!" *every* time they see you.

Being half vampire himself, Blade appreciates the art of repetitive speech almost as much, be it letting you know this is "so exciting" or quoting Pacino with "keep your friends close, keep your enemies closer." He does vary things up with a cool arsenal (the boomerang-like glaive works particularly well—mostly due to poor A.I.), but when it comes to the awkward combat (which you control with the right stick) Blade continues to avoid diversity with a **limited assortment of punches and kicks**. Using his sword exhilarates you and kills enemies quickly—but you can only use it for short stints. You know...to avoid monotony.

Final Score ●●

Chris Baker

M

Players: 1
Memory Card: 65 KB

Commandos 2: Men of Courage

Publisher Eidos
Developer Pyro
Web Site www.eidos.com

If I had any hair, I would have pulled it out by now. In fact, *Commandos 2* actually had me flailing at my scalp, grabbing fistfuls of imaginary hair in an extremity of frustration. I was stuck, and when you get stuck in *Commandos 2* you get *really* stuck. The trouble was, I was stuck on only the second level. No, wait, scratch that; it was the second *training* level—the actual game hadn't even *started* yet.

How, you may ask, is it possible to get so stymied by what appears to be a real-time strategy? Simple: **It's not a real-time strategy at all—it's a puzzle game in camouflage.** You are given very specific goals, and you need to divine the very specific path to these goals that the programmers had in mind. And if you happen to guess wrong, or happen to misinterpret the vague instruction you're given, or happen to miss one tiny element in the densely detailed prerendered environments, you're screwed. It's like those segments of *Ico* you just could *not* figure out, the parts that made you feel like your brain had hit a wall at Mach 5. Only with this game, you're not expecting it.

However, as with many puzzle-solving games, **when you *do* get it right, there's a profound feeling of accomplishment**. And as you build up your cadre of nine different commandos and you learn how to use each of their unique skills efficiently and competently, you'll begin to feel like a true armchair general. The question is, will you have the patience to stick with it?

For me the answer was "no." If I hadn't had to review the game, I would have returned it halfway through that second training mission. (Speaking of which, I'd like to pause for a public service announcement: There are anti-tank mines in a crate inside the house pictured in the bottom screen at left. You're not likely to find them on your own. I didn't.)

It's an interesting concept for a game—a war-based puzzle-solver—but **for my money, it's far too frustrating**. And the fact that it looks (and loads) like a PSone game doesn't help matters.

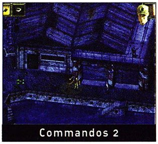
I can't help feeling like this game was designed by sadists, for masochists. It's that frustrating.

Final Score ●●

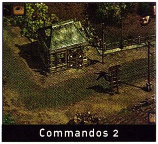
Joe Rybicki

T

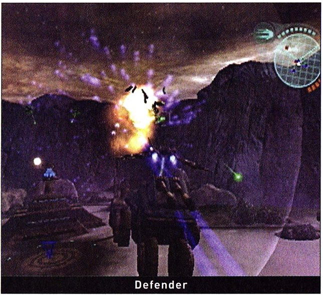
Players: 1
Memory Card: 381 KB



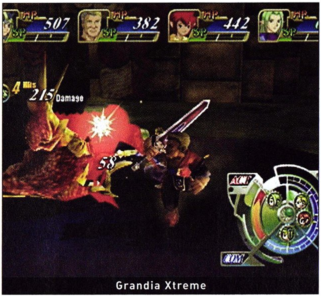
Commandos 2



Commandos 2



Defender



Grandia Xtreme

NASCAR Thunder 2003

Position 20

NASCAR Thunder 2003

Defender

Publisher Midway
Developer 7 Studios
Web Site www.midway.com

With *Spy Hunter* last year, Midway set the standard for reinvented '80s games. While *Defender* doesn't quite equal the year-old benchmark, it still **manages to satisfy any modern gamer out for some good ol' alien blasting in futuristic spaceships**. Those who can answer "yes" to all of the "Do You Remember?" events seen in this month's *Vice City* feature will love how closely the game sticks to its granddaddy, while those who consider the Sega Genesis days as "way back" can still jump in and enjoy *Defender* as though it were an entirely new franchise.

As part of the PS2-era reinvention, you've got a hangar full of different, upgradeable starfighters that you earn throughout the course of the game. Not surprisingly, the Defender is your most well-rounded ship, and you've just gotta love how its main lasergun sounds exactly like it did in '80. Though each ship comes equipped with many weapons, I still usually found the most basic ones the easiest and most fun to use.

For the most part, the ships control well, and each seems to have its own personality as it whisks through the air (or trudges in the Guardian's case). However, **heading them toward *exact* spots where there might be a power-up or a colonist falling to his doom often proves a bit too tricky**.

Despite its negative tone, the sentence you just finished reading likely still managed to thrill *Defender* veterans. Yes, rescuing colonists from the insectoid enemies that would otherwise eat them and become more powerful is a very important element to the game. Not only must you free and catch the captured as you did in the original, but you can also grab stranded colonists and return them to your base before the baddies get to them, an action that often rewards you with firepower to bolster defenses.

The new story for the game has its positives (I especially like having to work through our own solar system en route to reclaiming Earth)—but did Midway really have to call me a "Freaky Flyer" or throw in a character named "Dr. Mudo"? **And two-player? Awful.** Some additions to a reinvented classic just shouldn't be made.

Final Score ●●●◖
Chris Baker

Players: 1-2
Memory Card: 86 KB

Grandia Xtreme

Publisher Enix
Developer Game Arts
Web Site www.enix.com

I've always been a big fan of the Grandia series (even despite the awful PlayStation 2 version of *Grandia II*). And the reason why is the unique battle system it employs. Although it's a turn-based setup, similar to almost any other traditional RPG out there, it's done in such a way that **it feels almost like real-time combat**. You have to keep track of who's moving next and be aware of what they're doing, whether they're charging up to cast a spell or readying a quick attack. The great part is that you can directly affect what your enemies will do by how you act; do a quick attack to stop them cold for a few seconds, or a heavy attack to make them lose their turn altogether. Of course, the forces massed against you have the same advantages, so **even the most basic encounter requires loads of strategy**.

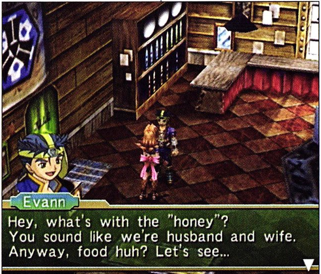
So if the fighting system's so good, why not base an entire game on it, right? Unless, of course, things like an intricate plot and large world to explore in an RPG are important to you. Make no mistake; *Grandia Xtreme* is a dungeon crawl. All you're really going to do in this game is fight, fight and fight. Oh, and solve a quick puzzle or three.

But don't think the game is monotonous—far from it. The various levels all have different, distinct themes and unique enemies to fight, so the game stays at least somewhat fresh throughout. Of course, you'll be spending hours upon hours in said dungeons, so you may be a tad bored from time to time. But still, **there's enough variety here to keep you interested in what amounts to doing the same thing over and over again**.

The point is that if you're not the type of RPG player who wants to endure battle after battle, leveling up your party and squirreling away gold for the best weapons and items, then don't even consider buying *Grandia Xtreme*. However, if you're one of those types who have to get to the highest experience level and customize the crap out of your party members, *Grandia Xtreme* is one of the best dungeon crawls you're likely to find.

Final Score ●●●◖
Greg Sewart

Players: 1
Memory Card: 63 KB



Evann

Hey, what's with the "honey"?
You sound like we're husband and wife.
Anyway, food huh? Let's see...

Grandia Xtreme

NASCAR Thunder 2003

Publisher EA Sports
Developer EA Tiburon
Web Site www.easports.com

Last year's *Thunder* was an awesome game. It was the first time NASCAR fans were treated to a title that felt more like a sports game and less like a lame racing game with a big license attached. Well, you ain't seen nothin' yet.

***Thunder 2003* takes last year's game and blows the doors off it.** The Career mode alone is enough to justify buying this version. Not only are you charged with taking your home-grown race team through a 20-year dynasty, but you also have to keep tabs on things like team performance and payroll. It's a level of depth I've never seen before in a NASCAR game.

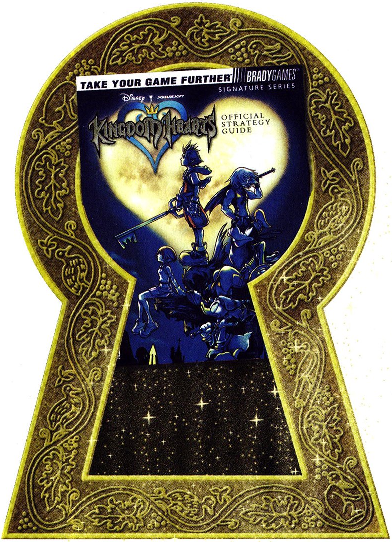
But don't let that scare you rookies away. *Thunder 2003* also contains a bunch of cool, helpful play settings to get you up to speed in comfort—particularly the licenses that help you learn each track and the Thunder Challenges that introduce you to various drivers and put you in their shoes.

Of course, all this is moot if the game plays like crap. No worries: *Thunder 2003* handles smooth and fast, making three-wide racing at 200 mph a pleasure. **If I have one complaint, it's that the race-day setup isn't really what it should be.** The addition of a multi-car practice session before each event (like in real life) would put *Thunder* in the winner's circle. But still, you can't do any better than this for NASCAR racing on your PS2.

Final Score ●●●●◖
Greg Sewart

Players: 1-4
Memory Card: 829 KB

YOUR KEY TO UNLIMITED ADVENTURES...


TAKE YOUR GAME FURTHER
BRADYGAMES
SIGNATURE SERIES
Disney
SQUARESOFT
KINGDOM HEARTS
OFFICIAL STRATEGY GUIDE

THE KINGDOM HEARTS OFFICIAL STRATEGY GUIDE.

COMING FROM BRADYGAMES FALL 2002

SQUARESOFT®

Disney INTERACTIVE

BRADYGAMES®
TAKE YOUR GAME FURTHER

© 2002 Disney. Tarzan™ Owned by Edgar Rice Burroughs, Inc. and Used by Permission. Copyright © 2002 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc. All Rights Reserved.
© Touchstone Pictures. Characters from FINAL FANTASY video game series: © 1990, 1997, 1999, 2001, 2002 SQUARE CO., LTD. All Rights Reserved.

7th /8
Lap 1/2
Record
Current 24.60
Score 500
4.63
0.04
Player1
0.88
VIPER
161

Time Left 100
35
72

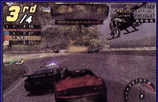
8th /8
Score 0

NEED FOR SPEED: HOT PURSUIT 2

The operative words here are "speed" and "hot"

Publisher EA Games
Developer Black Box
Web Site www.eagames.com

It's entirely possible that my boundless enthusiasm for *Need for Speed* got a little boring around here lately. It's no secret that I'm a sucker for a good driving game and equally fickle when it comes to anything packed with desirable vehicles that cost as much as a small (or indeed, quite large) house. ***Hot Pursuit 2* has everything I've ever wanted from a sports car racing game**: Cool rides, some of the best engine noises ever committed to a gaming soundtrack and most importantly, a sense of incredible speed and power. I don't know about you, but if I'm behind the virtual wheel of a car that's packing 500hp+, I want to get a sense of the stool-loosening torque when I floor the gas. If I'm cruising at 150 mph and then easing into a long left-hander, I want the feeling of velocity to really scare the crap out of me as the tires slide across the asphalt. **Everything about the control system in the game feels absolutely spot-on.** It may not accurately simulate exactly how each of its cars handles in real life, but it instead provides you with the look and feel that you really *want* that car to exhibit.



39
Score 730
72

> **"I honestly can't think of anything I don't like here. Wow—that's quite a statement."**

If this were just an incredible selection of cars served up with the *Need For Speed* driving engine and a bunch of races, I'd probably be reasonably satisfied. What really pushes things over the edge, though, is the fact there's just so much for you to do in this game. Racing and winning is important enough, but you also have to contend with the cops, who take exception to you pushing your car north of 200 mph. If they clock you busting the limit—and let's face it, if you're not going at least twice the legal limit, you're hopeless—they'll throw everything they've got at you. First they'll just try and catch you, then they'll try to run you off the road before eventually resorting to roadblocks, tire spikes and even a helicopter that drops flash bombs. Sounds pretty heavy, I know, but as with everything else here, this is just a small part of the overall experience—it encourages you to be very tactical about the way you race.

Road blocks can be avoided, flash bombs can be dodged and cop cars can be out-driven, but while you're doing this, you're also required to beat the guys you're racing against—and they all seem to have a pretty good handle on what's going on, too.

As with any racing game, there are a variety of different modes to play through, but ***HP2* mixes things up more than most**. If you want to open up every car and every track in the game, you're going to have to work through a complicated competition "tree" that requires you to race a huge range of cars, go against the clock, achieve certain results and even race as the cops from time to time. Every time you beat an objective in the competition, you open something up, which invariably means a new car to add to the garage.

Although the car selection isn't as extensive as *GT3*'s, the rides offered here are all certainly desirable. Things kick off with small, lightweight speedsters like the Lotus Elise and soon move up to small coupes and high-powered sedans like the Holden GSV or BMW M5. American muscle comes in various forms including the awesome Corvette Z06, and Grand Tourers are ably represented by the Jag XJ-R and Mercedes CL. From there on things get even crazier. Three big names that never appear in other games (unless they're all alone) are Ferrari, Lamborghini and Porsche. Here you get to play in the F360 (and others), the Diablo AND Murcielago as well as the 911 Turbo. It doesn't end there, either: The game hits gearhead spank material when it dishes up the Mercedes CLR, multiple variations on the McLaren F1 and even the Porsche Carrera concept.

I'm not often moved to make really bold statements about games, but **I honestly do think that this may be one of the very best racing games ever made**. The combination of desirable rides, the fantastic feel, the wonderful sounds and the awesome visuals make the visceral experience thrilling enough. Throw in the fact that it's as much a varied and objective-oriented game as it is a car-lover's experience and you have something that will keep you amused for a lot longer than most driving games. I still haven't opened everything up and I've been playing as much as I can for the last few weeks.

If I could think of something I didn't like about the game, believe me, I'd say so. Looking at a review that's this glowing I'd often think, "There must be something wrong with it—what's he missing?" but I honestly can't think of anything I don't like here. Wow—that's quite a statement.

Final Score ●●●●●
John Davison

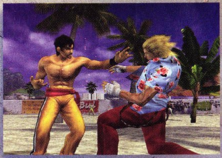
Players: 1-2
Memory Card: 134 KB

TRAX ATTACKS

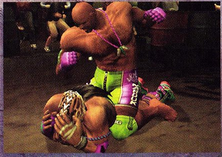
One of the first games to benefit from EA's new "Trax" music label, *Need for Speed: Hot Pursuit 2* features cool remixes and tracks from a variety of artists, with the most notable coming from Uncle Kracker and Bush. Also listen for Course of Nature, The Buzzhorn, Pulse Ultra and even Canadian prog-rockers, Rush. You can also check out this month's Sound Station for full-on reviews of the lineup.

namco
WWW.NAMCO.COM

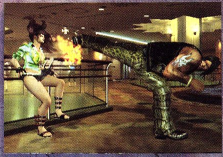
Modes of play including Story, Survival and Tekken Force.



Favorite Tekken veterans with new moves and looks.



New fighters jump into the ring.



Interactive environments bring a brutal new twist to the brawl.

That'll leave a mark!

The wait's over. The series that's left the deepest mark on the fighting genre is back for another round. Happy pummeling.

PlayStation 2

TEEN
T
CONTENT RATED BY ESRB
Violence

TEKKEN 4

TEKKEN®4 & ©1994, 1995, 1996, 1999, 2001 NAMCO LTD., All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a registered trademark of the Interactive Digital Software Association.

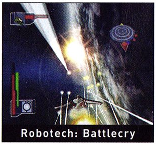
NHL Hitz 20-03

RLH: Run Like Hell

Robotech: Battlecry

The Scorpion King

RLH: Run Like Hell


Robotech: Battlecry

The Scorpion King

NHL Hitz 20-03

Publisher Midway
Developer Black Box
Web Site www.midway.com

Wow. I'm impressed. One of my favorite games last year, *Hitz 20-02*, has grown up in a big way. In fact, *Hitz 20-03* has become everything that *Blitz* could've been. I'll be happy to say that **this is the best hockey game on the PS2**. Bring on the arguments, but *NHL 2003* is too bogged down with animations, *NHL 2K3* is too serious and *FaceOff 2003* looks like it's still on the PSone. The door is wide open, and *Hitz* has stomped through on sharp skates.

Do you remember the first time you picked up *ATV Offroad Fury* and it just felt right? That's the same experience sports gamers will have with *Hitz*. It feels like hockey, which is the kind of inexplicable thing that separates it from the other puck efforts. But it's deep, too. Even though it is only 3-on-3. It makes me feel like I'm playing hockey back in 1994, when no amount of hot co-eds could convince me to put down my Genesis controller.

And isn't that what hockey gamers really want? A game so good that you'll smear everything on your dry erase board so you can sit in your apartment and play until 3 a.m.—work, girls, social life be damned!

Hitz makes it possible. **The Franchise mode alone is worth 50 bucks**, since you can create a team of six guys to battle against the big boys. You can name each player (it was fun for me to have all of my old roller hockey buddies back on the ice with me), then you can give them attributes. Better yet, the attributes are much deeper than last year's game. To earn more points you'll have to bust your hump on the ice, too.

One problem I have with the new game is that **the mini-games, unlike last year, don't have a conclusion**. Which stinks. But now you can play two players, which doesn't. Also, I wish they'd have kept last year's mini-games in. Why not? Give us more for our buck.

I rarely will mention how good a game looks, because it's PS2 and I figure all quality games look about the same, but *Hitz* is seriously sharp. If you're into that sort of thing.

When the puck drops, *Hitz* proves it's everything every other hockey game wants to be: fun.

Final Score ●●●●◖

Todd Zuniga

EVERYONE E
Players: 1-2
Memory Card: 147 KB

RLH: Run Like Hell

Publisher Interplay
Developer Digital Mayhem
Web Site www.interplay.com

Since its debut at E3 2000, delays have so plagued the production of *Run Like Hell* that you might suspect that several programmers took the game's title as a personal demand and departed the project as soon as they could. That may well be the case, but at least the game hasn't turned out to be a *total* mess. While by no means "worth the wait" (for both of you hot for it), *RLH* still **holds your interest with its *Aliens*-like story** held together by run-of-the-mill run-'n'-gun gameplay solid enough to stave off boredom.

To look at screens of *RLH*, you might assume it to be a survival-horror game with aliens. Well, a little. The game focuses on action, but features enough puzzles and startling moments to warrant dubbing as a sort of "survival horror lite." I actually found myself shouting a quick "wah!" a few times when the evil aliens jumped out of nowhere. It's just too bad that **the shoot-'em-up gameplay setting things up is so generic**. You do earn a variety of weapons throughout the game, plus the ability to upgrade them, but I still found the good ol' rifle to be the most helpful in just about any situation. It's basically turn the corner, kill enemies, move on. The occasional puzzles often prove more frustrating or tedious than stimulating.

What really makes *RLH* at least worth a look is its story. Frequent cutscenes and a solid voice cast led by *Millennium*'s Lance Henriksen establish **a very cinematic feel** that actually makes you wonder just what the hell is going on. The game features some unexpected graphic killings that instill in your mind just how much these alien baddies mean business. But what are they? Why are they invading your base? Have they killed your fiancée, or is she alive somewhere? If so, will you be able to get to her before they do?

Thinking about such things almost helps you forget about how your character looks like Herman Munster with a jaw that moves like Howdy Doody's. And I'm sorry, but the voice of Capt. Janeway does *not* fit a bipedal insectoid creature.

Maybe a little more production time could have done some good!

Final Score ●●●

Chris Baker

MATURE M
Players: 1
Memory Card: 199 KB

Robotech: Battlecry

Publisher TDK
Developer Vicious Cycle
Web Site www.tdk-mediactive.com

Mind you, I'm no giant Robotech fan, but from what I do know and remember of the series, this game represents it to a tee. The mechs, the characters, the visuals and even the music will make any Robotech freak giggle in delight. But since I'm not really one of those people, I can judge this game purely based on what it is at its core—**a pretty darn cool shooter**.

The intensity that comes from the fantastical dog-fights—filled with swarms of missiles whizzing every which way—is simply too cool. And the fact that your Veritech can change into three different forms (each with certain strong and weak points) adds strategy and helps mix up the gameplay. I enjoy how the game forces you to change forms in order to perform better in situations,although I sometimes wish it were a little more apparent which form was best for what.

Battlecry also **looks friggin' amazing**—here's yet another game where cel-shading does wonders. Just wait until you see some of the space levels that are simply littered with on-screen mayhem.

My only big concern with the *Battlecry* was its rather uneven difficulty; certain missions border on frustrating. Still, when you've got a game that look and plays this good, you're not going to mind playing areas over and over again. Fan or no fan, *Robotech* will delight.

Final Score ●●●●

Sam Kennedy

TEEN T
Players: 1
Memory Card: 105 KB

The Scorpion King: Rise of the Akkadian

Publisher Universal Interactive
Developer Point of View
Web Site universal-interactive.com

Okay, seriously, I just blocked a sword slash with my bare forearm. Pain-free! What would The Rock (the game's main voice actor) say? I have a pretty good idea:

"The Rock says being able to block a sword with a naked forearm is a big load of monkey crap!"

Indeed, Rock. But beyond the little complaints (like the troublesome camera), there's a much bigger problem: **The game is so mind-numbingly boring I drifted asleep while playing**. The dynamic is cruelly simple. You kill all the guys in a room by hitting the same buttons over and over and over and...then the lock on the door mysteriously lifts and you can enter a new room with new adventures where you'll have the exciting chance to **hit the same buttons over and over and over**.

Luckily the Dual Shock 2 is built to last, because it's taken some prime punishment over the last few hours. But it's all I can take, and I can't take no more.

I'm trying to figure out what kind of audience chooses to spend $50 on a game like this over something like *Metal Gear Solid 2*. Someone who doesn't enjoy stealth in their gameplay? A meathead who lives and dies with every one of the People's Champ's Rock Bottoms? Regardless, it's certainly not sensible gamers with free time, and it's certainly not me.

Final Score ●●

Todd Zuniga

TEEN T
Players: 1
Memory Card: 82 KB

GUNGRAVE™

Unlimited Ammo. Because Reloading Takes Too Long.

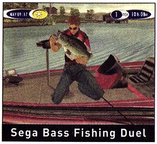
Exact your deadly revenge with precision and grace.
Unlockable secret movies and action figures.
Dramatic movie-quality cut-scenes.
Super-powered special weapons.
Destructible environments.
Nightmarish boss battles.
Disposable enemies.

MATURE
M
BLOOD
VIOLENCE
CONTENT RATED BY
ESRB

SEGA®

PlayStation®2

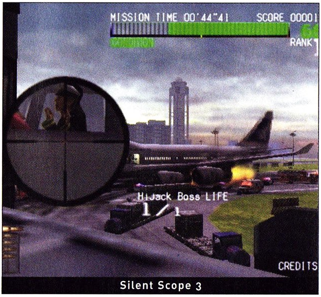
SEGA is registered in the U.S. Patent and Trademark office. Sega is a registered trademark of Sega Corporation. GUNGRAVE is a trademark of Red Entertainment Corporation. © RED/NIGHTOW 2002. www.sega.com. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.



Sega Bass Fishing Duel

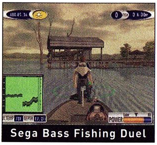
TURBO
REPEAT PASS!
0
0

Sega Soccer Slam



Silent Scope 3

Sub Rebellion



Sega Bass Fishing Duel

TURBO
COMBO TOTAL 10!
1
0

Sega Soccer Slam

Sub Rebellion

Sega Bass Fishing Duel

Publisher Sega
Developer Wow Entertainment
Web Site www.sega.com

Zzzzzzz—huh? Wha? Oh, sorry, must have dozed off there. But come on—a fishing game. Can you blame me?

Fishing games are notorious for not exactly being the most exciting genre in the whole gaming pantheon (and, let's be honest here, fishing itself isn't exactly a barn-burner of a sport). In fact, of all the fishing games I've played, there's exactly one that hasn't bored me out of my wits within the first hour or so.

Ironically, that one was *Bass Fishing Duel*'s predecessor, *Sega Bass Fishing* on the Dreamcast. The reason why the original was so stimulating (stimulating, it must be said, as compared to the rest of the fishing games on the market) is that it tried in no way to be realistic. It was all about cast and reel, baby, and the focus was on the eternal struggle between a man and his dinner.

Duel, on the other hand, **makes an obvious effort to up the realism a bit**—and the results, while not disastrous, are certainly underwhelming. Far too much time is spent trawling around the lake looking for the naughty, hiding bass; far too little time is spent actually catching the buggers—even in the Arcade mode.

Plus, if realism is your aim, how about not letting fish swim through solid objects? That'd be a step in the right direction.

Final Score ●●●
Joe Rybicki

EVERYONE E — **Players: 1-2**
Memory Card: 99 KB

Sega Soccer Slam

Publisher Sega Sports
Developer Visual Concepts
Web Site www.segasports.com

After the World Cup reminded me to fall in love with soccer all over again after four loveless years, I thought I'd become enough of a footy fan to like even the crappiest soccer games that came my way. But *Soccer Slam* does its best to be the exception to that rule.

The concept is interesting: You play three-on-three with a goalie. The moves are outlandish (to avoid a slide tackle you actually do a flip with the ball in between your feet) and the shots are radical (you can pull off a *Matrix* moment if you press the right button combination). **But the game looks so bad I can't begin to like it.** I feel like I'm playing a really good looking PSone game.

While the game modes are cool, and the control is fine, the awful graphics just bum me out so badly I have to question getting up at 5 a.m. to see the Germany/U.S. match in SoHo.

The animations look half-assed and **the goalies are overly willing to get out of position and stay out of position**. I'm really ticked, too, because I thought this game would be the high-flyin' crazy character soccer game that would prove that *Red Card Soccer* isn't all that and a bag of soccer balls. But apparently, comparatively, it is.

If you're looking for arcade soccer, this isn't it. It's ugly. From the player models to the awful looking turbo streak, this just ain't right.

Final Score ●●
Todd Zuniga

EVERYONE E — **Players: 1-2**
Memory Card: 115 KB

Silent Scope 3

Publisher Konami
Developer Konami
Web Site www.konami.com

Considering that our major beef with the first two Silent Scopes was that there wasn't enough gameplay in them, Konami was wise to include both the arcade game of *Silent Scope EX* and the brand new *Silent Scope 3* in this package. **You're basically getting two games in one here, and both are a lot of fun,** not to mention loaded with replay value.

Not only is the action totally pumped up in these (there are a lot more fast-paced areas, such as helicopter and boat chases), but there is a new health bar that makes a lot more sense. The timer is even diminished in this one—it's built into your health bar and will nibble at it ever so slightly. There's also a lot more strategy, with areas that require you to take water or wind into account and spots where you need to keep your eye on multiple targets (such as one scene that asks you to stop a presidential assassination not unlike JFK's).

It's just too bad that **the games are still plagued by cheesy dialogue and characters**. I understand the need for it to be arcadey, but this really lessens the experience.

But I'll say this: taking on the terrorists in these games means more to me now, post-9/11. There's one scene in particular that I didn't mind playing a couple of times—one in which you take out a bunch of terrorists trying to hijack a plane. For some, this stage alone will make *SS3* worth checking out.

Final Score ●●●◖
Sam Kennedy

MATURE M — **Players: 1-2**
Memory Card: 75 KB

MISSION TIME 00'44"82
SCORE 000
CONDITION
RAN

Silent Scope 3

Sub Rebellion

Publisher Metro3D
Developer Irem
Web Site www.metro3d.com

What a shame that Metro3D didn't hype this game at all! Here's **one of the year's biggest surprises**. Set in a futuristic world where most of the earth has been submerged in water, *Sub Rebellion* places you on the side of a rebel alliance taking on a military empire and fits you with a highly advanced sub called Chronos.

What's so great about this game is that it delivers a true sensation of underwater combat without getting all hung up on the details that would normally lead to frustration. For example, there's no damage from bumping into walls and you don't have to constantly keep an eye on your ammo. It's all **very straightforward and fun**.

Your sub's also equipped with what is easily one of the coolest sonar systems ever—triggering it will map out your surroundings with a wireframe that points out enemies and secret items. And speaking of the secret stuff, there's lots of treasure to collect as you go, which not only allows you to earn money for new weaponry, but also adds a ton of replay value.

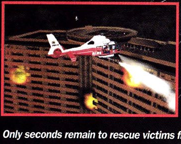
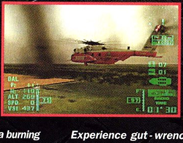
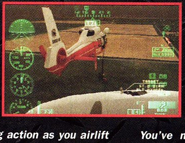
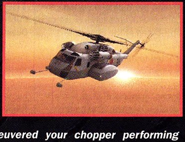
Plus, there's a good amount of gameplay diversity here, as combat will also often extend to above the water's surface. This adds a new level of intensity—focusing on what's above could leave you open to attacks from below. The unsettling feeling you'll get just proves how good this game is.

Final Score ●●●●
Sam Kennedy

TEEN T — **Players: 1**
Memory Card: 70 KB

Keep an extra pair onboard.
RESCUE TEAM

CHOPLIFTER™
SEARCH AND RESCUE

Only seconds remain to rescue victims from a burning high rise. You've gotta get in close. Will you be a rescue chopper or a massive food processor?

Experience gut-wrenching action as you airlift victims from erupting volcanoes, fierce tornadoes, raging floods and blazing fires.

You've maneuvered your chopper performing death-defying feats of bravery. Now, change your shorts and move on to the next mission.

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

PlayStation®2

ask

XICAT INTERACTIVE

Where games meet reality.

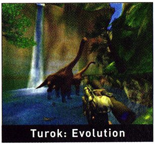
www.XICAT.com

© 2002 Xicat Interactive, Inc. Published by Xicat Interactive. Developed by ASK Interactive, Inc. ChopLifter, Xicat and the Xicat logo are registered trademarks of Xicat Interactive, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

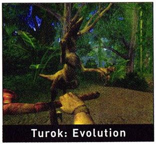
Summoner 2

Summoner 2

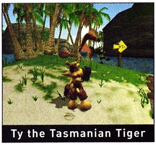
The Thing



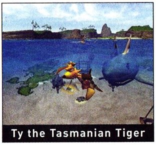
Turok: Evolution



Turok: Evolution



Ty the Tasmanian Tiger



Ty the Tasmanian Tiger

Summoner 2

Publisher THQ
Developer Volition
Web Site www.thq.com

The first *Summoner* was a game that only the most RPG-desperate gamer would enjoy. Despite the rich storyline, strong characterization and the "Summoner Geeks" movie, the game's problems were practically unbearable. The bright side to this story is that two years later, Volition has taken the criticisms to heart, and *Summoner 2* is a far better game for it.

In *Summoner 2*, you control (initially) Maia, a sturdy, strong-minded warrior who also happens to be the queen of Halassar. Some folks think that she's the reincarnation of the goddess Laharah, and to her snobby credit, Maia kind of likes the idea. But in case you tire of playing as a bitchy she-warrior, **you can cycle between two other allies (out of your pool of characters) with the flick of a button**.

Each character's tendencies can be fine-tuned in the deep customization menus. Allies can be instructed to heal others automatically when damage is suffered, or to aggressively attack enemies. Weapons, armor and status-affecting accessories can also be tailored to taste. Much more action-intensive than the first game, *Summoner 2* showcases the improved combat, but it also highlights the engine's many flaws.

Blocking, for one, is not nearly as effective as it should be, and the controls suffer from a slight delay that reduces melees into a button-mashing frenzy. Spellcasting in battle is also half-pointless, as characters are vulnerable to attacks while they finish their healing-spell animations. Sadly, for a game with so much combat, the game offers no efficient solution for when hordes of enemies surround you. This is an easy recipe for death in most instances.

Graphically, ***Summoner 2*****'s visuals are a considerable improvement**, with sprawling vistas, good texture variety and wildly imaginative worlds in which to do your questing. But the reality is that this game still looks like a PC title with harsh angular edges and odd-looking characters. The ultra-linear storyline doesn't enhance replay value either, but if you can live with these sorts of bumps, *Summoner 2*'s action-heavy focus will keep all but the nit-pickiest gamers happy for hours on end.

Final Score ●●●◐
James Mielke

TEEN T CONTENT RATED BY ESRB
Players: 1
Memory Card: 236 KB

The Thing

Publisher Vivendi Universal
Developer Black Label
Web Site universal-games.com

I'm so thrilled that someone has *finally* broken the apparently iron-clad formula of survival horror games that I'm almost prepared to forgive *The Thing* its snarling horde of flaws. Almost.

But not quite. See, **for every thing *The Thing* does right, it does two things wrong**. The good news is that the things it does wrong aren't as momentous as the things it does right, so the balance ends up slightly in the game's favor.

Let's start with the good. *The Thing* bears nearly no resemblance to *Resident Evil*, and that's such a shocking change within this genre that it earns big points for that fact alone. The engine is fully 3D, with **crisp graphics and solid controls**. Item and weapon management is handled on-the-fly, and when you do have to use the menus, you'll find them sensibly laid out and generally quicker to access than the clunky genre-standard item screen. Their uniqueness makes for a steeper learning curve than you'd expect, but once you get familiar with the systems it becomes second nature.

This extends to the system by which you distribute orders (and items) to your team, whose existence is another significant innovation in the genre. You'll need to interact with your compatriots regularly to get a sense of their state of mind; neglect them too long and they could turn on you.

But this innovation is also one of the game's flaws: While it's a notable addition to the game, it has very little bearing on the actual gameplay. I can count on one hand the number of times I had to really tend to a team member. It feels like a great idea that they forgot to use.

The game feels similarly rushed in dozens of other ways, from the lack of music to the strange sound glitches to the spotty boss battles to the bizarre, non-sequitur-like jumps between certain levels. (One minute I'm in a sub, then with absolutely no transition I'm running across a snowfield. *Huh?!*) I can't help feeling like the game would have benefited from another six months or so of development. At least that gives me some hope for a sequel.

Final Score ●●●
Joe Rybicki

MATURE M CONTENT RATED BY ESRB
Players: 1
Memory Card: 2.5 MB

Turok: Evolution

Publisher Acclaim
Developer Acclaim
Web Site www.acclaim.com

I was a big fan of *Turok* back on the N64. It was an interesting take on the first-person shooter, and it sold by the truckload. But the sequels each deteriorated somewhat, and the trend has continued, culminating in what we have now: *Evolution*, **a sad, painfully executed experience that can't hold a candle to the former glory**.

The saddest thing about *Evolution* is that it's brimming with good ideas that are poorly executed. The movement from fantasy-meets-sci-fi FPS levels to dino-bird-riding 3D-shooter levels should be a fun and rewarding experience—but it isn't. The flying levels suffer from appalling controls, jerky animation and frustrating objectives, while the FPS sections are mired by dumb A.I. (you can't kill a creature until it's registered your existence...even if you throw 10 grenades at it) and graphics that make it impossible to see ledges that can easily kill you. It's also filled with frustratingly unnecessary platform-jumping sections, and you can't look around when you're climbing ladders. The sound is atrocious, with a water effect that sounds suspiciously like what my cat does when she pukes.

Multiplayer, once a staple of the franchise, is terrible. It only supports two players, and there are some insane glitches whenever you shoot at your opponent.

In other words, don't bother.

Final Score ●◐
John Davison

MATURE M CONTENT RATED BY ESRB
Players: 1-2
Memory Card: 111 KB

Ty the Tasmanian Tiger

Publisher EA Games
Developer Krome Studios
Web Site www.eagames.com

Aside from some of the most lush visuals ever seen on the PS2, Ty is a completely average, unremarkable platformer. It has all of the basic genre mainstays, such as catchy music, a standard set of environments (forest, snow, water, etc.), and lots of hopping and bopping gameplay, but **there's not a hint of originality here**. Well, aside from the Aussie theme, which isn't, erm, something to get excited over.

A platformer is usually only as good as its star, and Ty is basically on the level of your average mascot (think: Croc). He's likeable, sure, but only to a degree. His only major pluses are his boomerangs, which serve as nifty weapons.

Gameplay-wise, *Ty* is fairly solid, though it's one of those titles that centers around collecting objects. It's not all that exciting, but there's at least moderate fun to be had in the process.

I think the main problem I have with *Ty* is that it's coming out at a time when there are so many other games in its genre that are really pushing things forward. I mean, **it's really hard to recommend something like this when there are such incredible games as *Sly Cooper* and *Ratchet & Clank* coming out**. But you know what? I will. Because even though I'm dying to play those titles, I'm still going to go back to hunt for more stuff in Ty before I do. And that has to at least say *something* about the game.

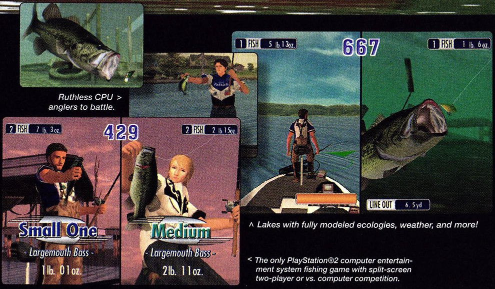
Final Score ●●●
Sam Kennedy

EVERYONE E CONTENT RATED BY ESRB
Players: 1
Memory Card: 62 KB

Duel to the depth.

SEGA BassFishing Duel™

Sega Bass Fishing Duel will knock you overboard with heated two-player competition. And when you finally run out of friends to beat, you can tackle the CPU opponents, each with their own personalities, strengths and weaknesses. This attitude may not make you popular around the watering hole, but it's lonely at the top, buddy. Who says fishing's not an extreme sport?


1 FISH 5 lb. 13oz.
667
1 FISH 1 lb. 6oz.
2 FISH 7 lb. 3oz.
429
2 FISH 2 lb. 15oz.
Small One
- Largemouth Bass -
1lb. 01oz.
Medium
- Largemouth Bass -
2lb. 11oz.
LINE OUT 6.5yd

Ruthless CPU > anglers to battle.

^ Lakes with fully modeled ecologies, weather, and more!

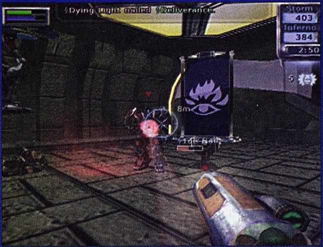
< The only PlayStation®2 computer entertainment system fishing game with split-screen two-player or vs. computer competition.

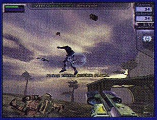
EVERYONE
E
CONTENT RATED BY ESRB

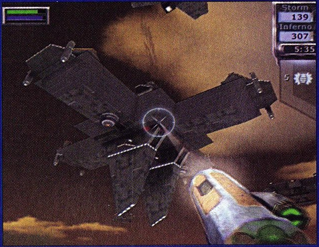
PlayStation®2

SEGA®

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and Sega Bass Fishing are either registered trademarks or trademarks of SEGA CORPORATION. © WOW ENTERTAINMENT INC./SEGA CORPORATION, 2001, 2002. www.sega.com. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.







TRIBES AERIAL ASSAULT

The action is fast, the battles are brutal, and the learning curve is *steep*

Publisher Sierra
Developer Inevitable
Web Site www.sierra.com

I see *Tribes Aerial Assault* as the polar opposite of *SOCOM*. *SOCOM* is gritty, realistic, tense—and also disappointingly limited in its multiplayer feature. Here, at the other end of the spectrum, is *Tribes*: fast-paced, futuristic, breezy in its approach to deaths and respawns...and **loaded—fairly oozing—with multiplayer options**. Whereas *SOCOM* is a uniquely console-based shooter (and by that I mean one that undoubtedly makes PC online veterans cringe at the lack of options), Tribes is one of the flagship online franchises from the PC, and shows that lineage from every heavily armored angle.

But what does this mean to the average player? Well, for one thing, ***Aerial Assault* slaps you in the face with a fairly steep learning curve**. Basic controls are first-person-shooter standards, but there are some more advanced techniques and options that take some serious getting used to. One of these is "skiing": By holding down the jump button and judiciously engaging the jetpack, you can slide across the hilly terrain quickly—but it's a technique that will take some time to pick up.

> **"There's a whole damn lot to learn before you can become proficient with the game."**

And then there are the weapon load-outs: You have three types of armor (light, medium and heavy), and each one of these has a selection of weapon and item presets that can be customized to your heart's content. And while the weapon selection isn't spectacularly varied, there are a ton of extra items—repair packs, remote turrets, extra inventory stations, etc.—to contend with. Figuring out your ideal setup will be a chore in itself, much less learning the layouts of the enormous levels.

And then there are the vehicles: four different styles, each with their own quirks. The Grav Cycle is nimble but defenseless, the Bomber is devastating but lumbering, and so on.

In other words, there's a whole damn lot to learn before you can become proficient with the game. And that means, **if you happen to come into an online game against players with a lot more experience, you're going to get your ass handed to you on a very uncomfortable plate**. I suppose that's the case with nearly any game where large groups of people (*Aerial Assault* supports up to 16 online) go head-to-head. But that's not going to make it any easier on the newcomers.

It also doesn't help that online play has its own quirks. Yes, you can play 16-way matches—but whoever's hosting had better have a damn fast connection; the game suggests a T1 (i.e., commercial-quality connection) to host a 16-player game, and don't even try to host more than four players on a dial-up. And even in the smaller games **there's a slight lag when firing that never seems to go away**. It's not excruciating, just annoying. And then there's the communication: there isn't any. You can't use a keyboard for chat (and there's obviously no *SOCOM*-style voice chat), and the game doesn't even include taunts—just positive ("Whoohoo!") or negative ("Shazbot!") comments.

What's odd is that, in spite of all this variety in weapons, vehicles, game modes and options, **the game feels strangely bland to me**. The levels, for one thing, are really hit or miss. Some have extensive indoor areas, but these tend to be confusing and poorly designed; others have huge outdoor areas that just feel empty and barren (though I have to say I dig the up-and-down gameplay the jetpack allows quite a lot). Furthermore, maybe I've played too much *SOCOM*, but the ultra-fast-paced action of *Aerial Assault* seems kind of...pointless.

But I also don't feel like the game is aimed at me; I feel like it's aimed at PC devotees who want to take the action to the living room. And that's fine, I suppose. But I think the rest of us are going to pop in, fly around for awhile, and quietly slip away. I think this is going to prove a matter of taste for a lot of people; I'd suggest renting it first before you buy.

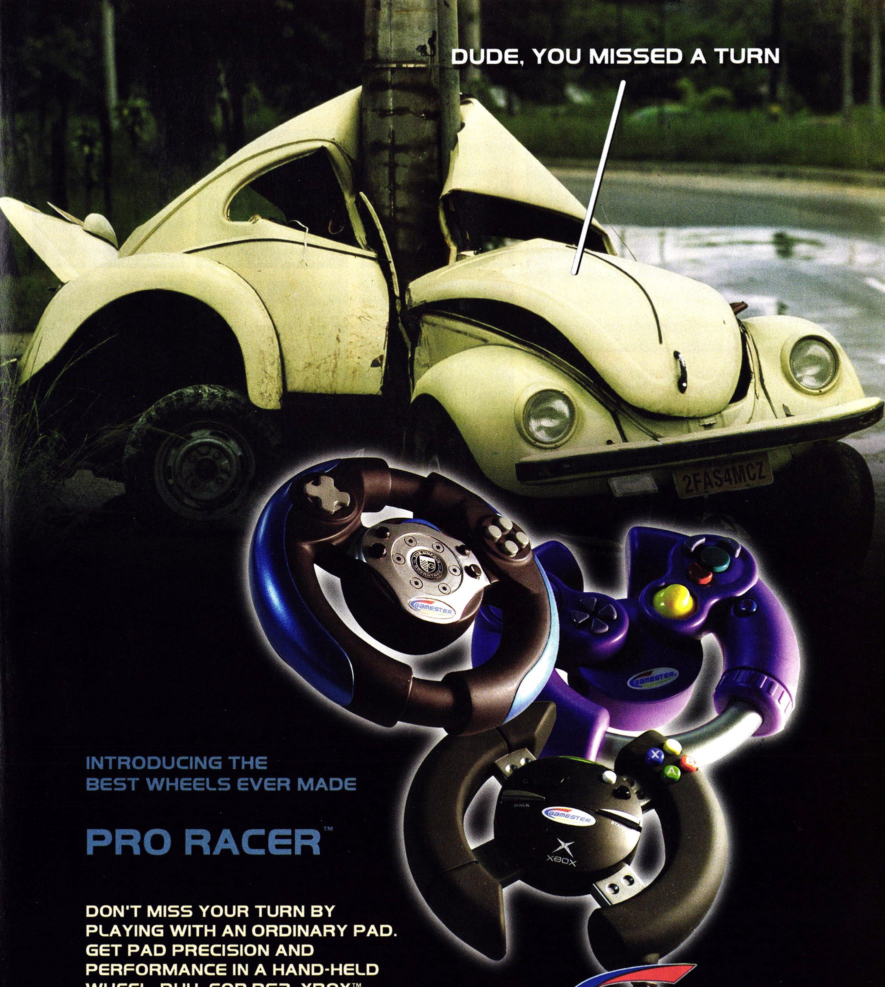
Final Score ●●●◖

Joe Rybicki

Players: 1-16
Memory Card: 105 KB

5 RANDOM THOUGHTS ABOUT *AERIAL ASSAULT*

1. Why do I keep saying "Shazbot"?
2. Why do two of the weapons (Plasma Rifle and Spinfusor) seem identical?
3. Isn't there *any* way to communicate with your opponents or teammates?
4. Really? *None?* That sucks.
5. I wish I were playing *SOCOM*.


DUDE, YOU MISSED A TURN
2FAS4MCZ
GAMESTER
GAMESTER
BACK
GAMESTER
XBOX

INTRODUCING THE
BEST WHEELS EVER MADE

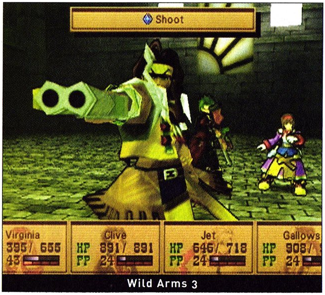
PRO RACER™

DON'T MISS YOUR TURN BY PLAYING WITH AN ORDINARY PAD. GET PAD PRECISION AND PERFORMANCE IN A HAND-HELD WHEEL. DUH. FOR PS2, XBOX™, AND GAME CUBE™.

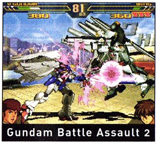
PRO RACER...THE UNFAIR ADVANTAGE.

GAMESTER™

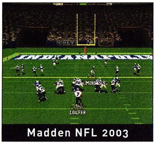
WWW.GAMESTERUSA.COM



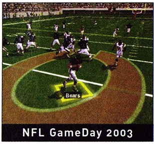
Wild Arms 3



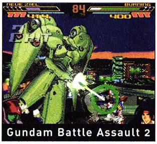
Gundam Battle Assault 2



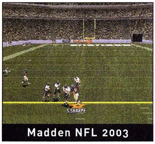
Madden NFL 2003



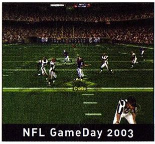
NFL GameDay 2003



Gundam Battle Assault 2



Madden NFL 2003



NFL GameDay 2003

Wild Arms 3

Publisher Sony CEA
Developer Media Vision
Web Site www.scea.com

It was a dark and stormy night...

So begins *Wild Arms 3*—with perhaps one of the biggest clichés out there. Indeed, the latest chapter in this long-running franchise (the original *Wild Arms* was among the first PSone RPGs) is baldly unabashed about cramming in as many shopworn story and gameplay ideas as it possibly can.

Which might be just fine for the old-school role-player seeking a change from all those nouveau RPGs of late. After all, sometimes tradition is a good thing, and ***Wild Arms 3* is as traditional as it gets**. The story? Same old stuff: A band of unlikely heroes is thrown together and reluctantly embarks on a quest to save the world from doom and gloom. The gameplay? Typical turn-based fare that harkens all the way back to the 16-bit days, with reams of repetitive random battles, plenty of puzzle-packed dungeons and a stifling town-dungeon-town-dungeon setup. In fact, the only thing different about this game is the spectacular cel-shaded graphics complemented by a visually striking cross-hatch texture-shading technique (in other words, **it looks really cool**).

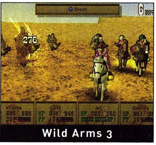
This lack of innovation isn't necessarily a bad thing, though. Cliché or not, *Wild Arms 3* does what it does very well. For grumbly, old-school types unfulfilled by today's cinematic offerings and thumb-numbing action/RPGs, *Wild Arms 3* is like comfort food—a tasty return to what you once loved.

But for new-school gamers—or anyone whose tastes have simply evolved—*Wild Arms 3* is like serving up granny's special meatloaf to a vegetarian. No matter how good it may be, it won't go down easy. Basically, if you have the *slightest* concern that you might fall into this latter category, then rent the game first. ***Wild Arms 3* just isn't interesting enough to overcome its retro-tinged, formulaic gameplay** (the bone-dry localization doesn't help). Sure, it's solid, it's fun—it's even absorbing at times—but ultimately it falls flat.

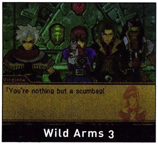
On the other hand, if you're one of those rare *Wild Arms* fanboys, then No. 3 will surely please. It's got more of what its predecessors offered—and best yet, it finally gets the Wild West theme right.

Final Score ●●●◐
Gary Steinman

Players: 1
Memory Card: 35 KB



Wild Arms 3



Wild Arms 3

Gundam Battle Assault 2

Publisher Bandai
Developer Bandai
Web Site www.bandai.com

When *Gundam: The Battle Master* first appeared in Japan, it was a visual innovator of the time. Its characters were jointed, 2D constructs whose fluid animation was unmatched, resulting in a remarkable grace that put sprite-based fighters to shame.

Now Bandai is squeezing the most out of its unique engine for *Gundam Battle Assault 2*, packing this PSone gem with **everything a Gundamite could ask for**.

Every mech is capable of a devastating array of special moves and attacks, filling the screen with an orgy of shell casings, hyper-extended plasma swords and all manner of energy-based gunfire. Control is responsive, but given the nature of huge mechs, don't expect Chun-Li levels of swiftness.

The graphics are uniquely *Gundam*'s own. As the mechs go at it, their armor deteriorates with each blow, until interior workings are exposed and the loser either overheats or suffers enough damage to warrant a K.O. **Being able to see (without need of a life bar) how much damage you're doing is one hell of a sweet payoff.**

GBA2 isn't the most groundbreaking game, nor is it the most deeply featured. It is, however, built with the target audience in mind. So if you're a Gundam fanatic, you'll find more than enough in this package to wage your own personal war.

Final Score ●●●●
James Mielke

Players: 1-2
Memory Card: 1 block

Madden NFL 2003

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

I'm tempted to copy and paste last year's PSone *Madden* review into this space. **Besides updated rosters, the game features little else.** But, because because I want to "look" busy so I don't get canned, I'll just ramble on for a bit about how this is the best PSone football game out there. I'll also talk about the weather.

Madden 2003 plays, feels and looks exactly like it did last year. There's no difference at all.

In San Francisco, right now, it's windy and cool. About 66°.

The Mulligan—last year's lamest feature—returns, allowing you to trade a timeout for a do-over. *What?* I can't imagine that this is the lesson we want to teach kids (or adults) who can't afford a PS2. Whatever happened to life's hard knocks? With this feature, I have to wonder why there's even a reset button on the system!

In London, it's 59° and rainy. Big surprise!

The game's only new feature is the play editor, which allows you to make up your own formation and put people wherever you want. It's a recipe for endless money plays, but that shouldn't stop you.

What's that? Oh, it's 50° and mostly cloudy in Rejkjavik, Iceland.

If you're stuck playing PSone football, Madden still reigns supreme. If you're just looking for a shout-out to meteorology in a review, you're welcome in advance.

Final Score ●●●●
Todd Zuniga

Players: 1-8
Memory Card: 15 blocks

NFL GameDay 2003

Publisher Sony CEA
Developer 989 Sports
Web Site www.scea.com

I imagine there are still some PSone gamers struggling to figure if they should buy *Madden* or *GameDay*. So I'll simplify the situation for you: *GameDay* is no *Madden*. **Like *Madden*, it's the same game as the year before, and the year before *GameDay* wasn't as good as *Madden*.** Straightforward enough for you?

GameDay is fine but nothing exceptional. *Like last year*. It's not like they were going to take great pains to fix this game when they were putting all their petrol into their PS2 version. Smart move.

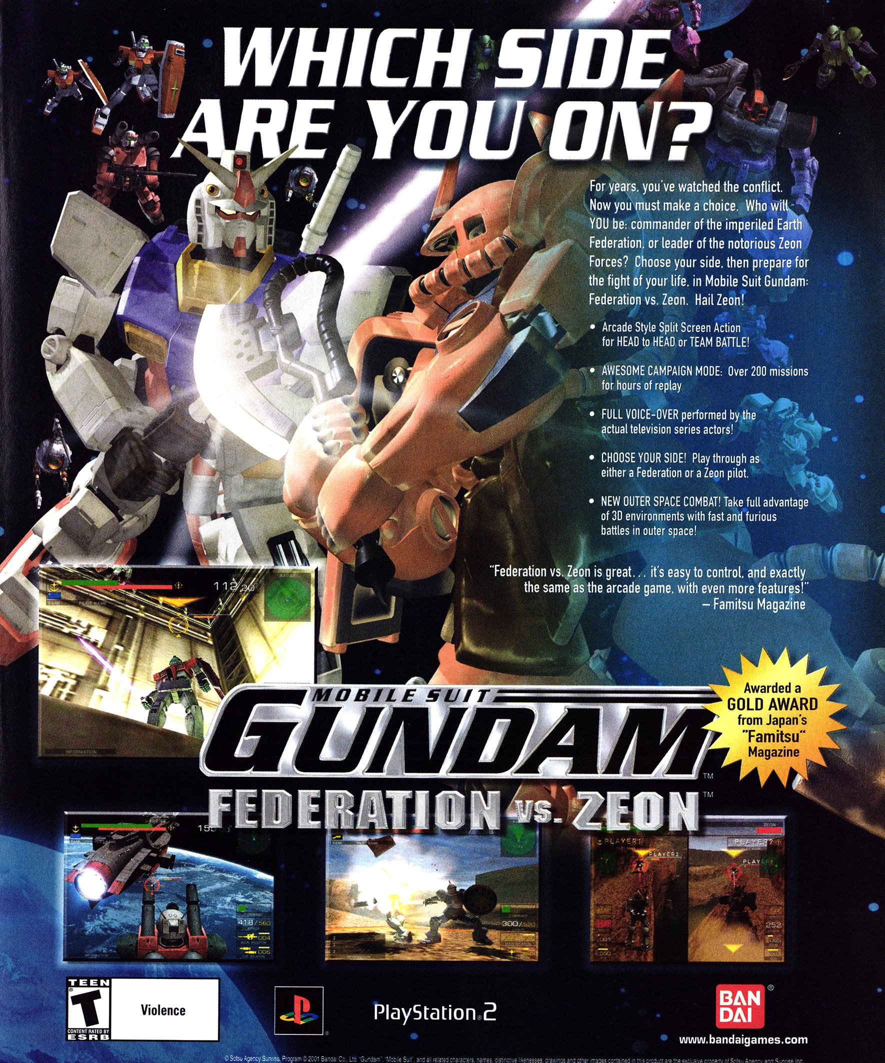
Speaking of *GameDay*, I remember struggling into the playoffs in the '98 version of the game. I battled and battled and my entire season—and a shot at the Super Bowl—was on the line. It was all up to my kicker. I was nervous and excited, and I got to the 2-yard line. But I was on the far right hash mark. Not a big deal, except that you couldn't aim your kicks in that game and my kicker booted the ball and turned a sure field goal into a miss. The good news is that you won't have that problem with this game. You won't suffer the way I suffered.

I also really don't like that **the quarterbacks in *GameDay* take too damn long to throw the ball**! Get rid of it already, will ya! Oh, and the loading times suck.

In short, *Madden*'s the only game for PSone footballers. Got it?

Final Score ●●●
Todd Zuniga

Players: 1-8
Memory Card: 15 blocks



WHICH SIDE ARE YOU ON?

For years, you've watched the conflict. Now you must make a choice. Who will YOU be: commander of the imperiled Earth Federation, or leader of the notorious Zeon Forces? Choose your side, then prepare for the fight of your life, in Mobile Suit Gundam: Federation vs. Zeon. Hail Zeon!

- Arcade Style Split Screen Action for HEAD to HEAD or TEAM BATTLE!
- AWESOME CAMPAIGN MODE: Over 200 missions for hours of replay
- FULL VOICE-OVER performed by the actual television series actors!
- CHOOSE YOUR SIDE! Play through as either a Federation or a Zeon pilot.
- NEW OUTER SPACE COMBAT! Take full advantage of 3D environments with fast and furious battles in outer space!

> "Federation vs. Zeon is great… it's easy to control, and exactly the same as the arcade game, with even more features!"
> – Famitsu Magazine

MOBILE SUIT GUNDAM™ FEDERATION vs. ZEON™

Awarded a GOLD AWARD from Japan's "Famitsu" Magazine

TEEN T CONTENT RATED BY ESRB

Violence

PlayStation®2

BANDAI®

www.bandaigames.com

© Sotsu Agency Sunrise. Program © 2001 Bandai Co., Ltd. "Gundam", "Mobile Suit", and all related characters, names, distinctive likenesses, drawings and other images contained in this product are the exclusive property of Sotsu Agency and Sunrise Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Used under license by Bandai America Inc. All rights reserved.

IN THIS EDITION

You blew it. Summer's over. Instead of reading Replay to hurry you through all of your games, you tried to go at them alone. We laugh at your indolence. We set fire to it and throw it up in the air and watch it fall to the ground.

Moving on, we're going to try to save your autumn. If you're looking for tips on America's favorite pastime (the one that doesn't have labor wars) then you'll find solace in our *NFL 2K3* and *NCAA 2003* work. If you're interested in playing online, then maybe our *SOCOM* strategies will do the trick. It certainly helped the *OPM* staff become a SEALs team you don't want to mess with.

There's also *Kingdom Hearts* and *Arc the Lad* for those long, fall evenings and *Mat Hoffman's BMX* when you're feeling brave. Enjoy this month's Replay, so you can live!

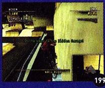
SECRETS **REVEALED**

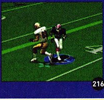
PS2 Games

Grand Theft Auto III 198-199
Kingdom Hearts 200
Mat Hoffman's Pro BMX 2 ...199
NCAA Football 2003 212
NFL 2K3 218
SOCOM Navy SEALs 204, 208
Tekken 4 216

PSone Games

Arc the Lad Collection 214
Spider-Man 219





SPECIAL **FEATURE:** PS2 GREATEST HITS

What's greater than Greatest Hits? Well, *SOCOM*. But for those of you on a shoestring budget, these tricks should do.

DARK CLOUD
Need help building your town? You don't have to admit it, but we won't tell if you pore over the tips we've listed.

TWISTED METAL: BLACK
Blowing up cars is, well, strangely enjoyable. Might as well do it in style with these tricks.

PS2 Tricks and Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score. A number ❶ indicates it's rank in the top 10 selling games for each system.

Game	Publisher	Score	Issue
18 Wheeler American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
2002 FIFA World Cup	EA Sports	●●●●	58
Ace Combat 04: Shattered Skies	Namco	●●●●◖	51
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Aggressive Inline	Acclaim	●●●●◖	59
Airblade	Namco	●●●●	53
All-Star Baseball 2002	Acclaim	●●●◖	44
All-Star Baseball 2003	Acclaim	●●●◖	56
Antz Extreme Racing	Empire	●◖	61
Aqua Aqua	3DO	●●	42
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Armored Core 3	Agetec	●●●◖	61
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men RTS	3DO	●●●●	56
Army Men: Sarge's Heroes 2	3DO	●●◖	45
❾ ATV Offroad Fury	Sony CEA	●●●●	42

This game just feels right. That's why you should play it (unless you're holding out for the sequel). Here are a couple of codes you could put to use.

Get All the ATVs
Go into Pro-Career mode and name yourself "CHACHING" if you want all ATVs. It will then kick you back to the main screen, but now you'll have all the ATVs!

Perfect Drivers Wanted
Enter the Career mode and use "ALLOUTAI" for your name. You'll be shoved to the main menu, but the difficulty will be increased.

Open the Door to All Levels
Begin a Career mode and enter the name "WHATEXIT." You'll get booted to the main menu, but all the levels will be unlocked.

Game	Publisher	Score	Issue
Baldur's Gate: Dark Alliance	Interplay	●●●●◖	52
Barbarian	Titus	●●	57
Bass Strike Virtual Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Blood Omen 2	Eidos	●●●◖	57
Bloody Roar 3	Activision	●●●◖	47
Britney's Dance Beat	THQ	●●●●	58
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	Universal	●●●◖	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Deus Ex: The Conspiracy	Eidos	●●●●◖	56
Devil May Cry	Capcom	●●●●●	50
Dino Stalker	Capcom	●●●◖	61
Disney Golf	EA Games	●●●●	61
Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Downforce	Titus	●●	57
Dragon Rage	3DO	●◖	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam!	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dropship	Bam!	●●●●	57
Dual Hearts	Atlus	●●●	61
Dynasty Tactics	Koei	●●●●◖	61
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ecco the Dolphin: Defender of the Future	Acclaim	●●◖	56
Egg Mania: Eggstreme Madness	Kemco	●●◖	61
Endgame	Empire	●●	59
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
ESPN MLS ExtraTime	Konami	●●	44
ESPN National Hockey Night	Konami	●◖	45
ESPN NBA 2Night	Konami	●●	42
ESPN NBA 2Night 2002	Konami	●●●	56
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Eve of Extinction	Eidos	●●◖	56
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Sony CEA	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 2002	EA Sports	●●●●◖	60
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
Ferrari F355 Challenge	Sega	●●	61
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
Final Fantasy X	Square EA	●●●●●	53
Fireblade	Midway	●●◖	59
Forever Kingdom	Agetec	●◖	53
Formula One 2001	Sony CEA	●●◖	50
Freekstyle	EA Sports Big	●●●●	59
Frequency	Sony CEA	●●●◖	52
Frogger: The Great Quest	Konami	●◖	53
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gitaroo-Man	Koei	●●●◖	53
Godai: Elemental Force	3DO	●◖	54
Gradius III and IV	Konami	●●◖	39
❺ Gran Turismo 3: A-spec	SCEA	●●●●●	46

Look, this game has no codes. Why not buy something with codes? It's more fun for us, when we put together this Top 10 list of codes. In the meantime we bring you this trick from John Damiani john_damiani@hotmail.com.

If you would like to break the 1,000-mph barrier, here's my setup: Tires: Racing Super Soft F&R Suspension: Spring Rate: 4.0 F&R Ride Height: 75 F&R Shock Bound/Rebound: L7 all around Camber/Toe Angles: All at 0

Stabilizers: L3 F&R Brakes: Brake Balance- L1 F&R Drivetrain: Limited Slip- Initial at 5/5; Accel at 60/60; Decel at 5/5 Gear Ratios: Bring the auto setting to 48; then bring the final gear to 2.798; finally, set the individual gears as far to the left as possible. You should be left with: 1st 4.604, 2nd 2.888, 3rd 2.014, 4th 1.485, 5th 1.157, 6th 0.875, 7th --- FIN 2.798 Other: Downforce - 0.38 front/1.08 rear, ASM/TCS: 0, VCD: 10% NOTE: Any car with an adjustable downforce (this is a must) and high horsepower can pull off a wheelie with this formula. Remember to go the opposite direction during the speed test so you can circle the track indefinitely.

Game	Publisher	Score	Issue
❷ Grand Theft Auto III	Rockstar	●●●●●	52

You've done it all? Well, try these codes to keep the fun alive. Nothing better than sniping from high above with lots of ammo.

Game Publisher Score Issue

Speed up time

While playing a game, press Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle. If you entered the code correctly, a message will appear.

Alternate costumes

While playing a game, press Right, Down, Left, Up, L1, L2, Up, Left, Down, Right. If you entered the code correctly, a message will appear.

Pedestrians riot

While playing a game, press Down, Up, Left, Up, X, R1, R2, L2, L1. If you entered the code correctly, a message will appear. Note: Saving the game will make the effects of this code permanent.

Pedestrians attack

While playing a game, press Down, Up, Left, Up, X, R1, R2, L1, L2. If you entered the code correctly, a message will appear. Note: Saving the game will make the effects of this code permanent.

Grandia II	**Ubi Soft**	●●●◖	53
Gravity Games Bike:			
Street, Vert, Dirt	**Midway**	◖	61
GTC Africa	**Majesco**	●●◖	58
Guilty Gear X	**Majesco/Sammy**	●●●●	51
Gungrave	**Sega**	●●●◖	61
Gungriffon Blaze	**Working Designs**	●●●◖	39
Half-Life	**Sierra**	●●●●●	51
Harvest Moon:			
Save the Homeland	**Natsume**	●●●●	51
Headhunter	**Acclaim**	●●●	57
Herdy Gerdy	**Eidos**	●●●	56
Heroes of Might and Magic	**3DO**	●●◖	46
Hidden Invasion	**Conspiracy**	●●●	60
High Heat MLB 2002	**3DO**	●●●●	44
High Heat MLB 2003	**3DO**	●●●●◖	55
Hot Shots Golf 3	**Sony CEA**	●●●●	55
Ico	**Sony CEA**	●●●●●	50
Jade Cocoon 2	**Ubi Soft**	●●●◖	53
Jak and Daxter:			
The Precursor Legacy	**Sony CEA**	●●●●●	52
James Bond: Agent Under Fire	**EA Games**	●●●●	52
Jeremy McGrath			
Supercross World	**Acclaim**	●	53
Jonny Moseley Mad Trix	**3DO**	●◖	54
Kelly Slater's Pro Surfer	**Activision**	●●●◖	61
Kengo: Master of Bushido	**Crave**	●●●	42
Kessen	**EA Games**	●●●	39
Kessen II	**Koei**	●●●	51
Kinetica	**Sony CEA**	●●●●◖	50
King's Field: The Ancient City	**Agetec**	●●	55
Kingdom Hearts	**Square EA**	●●●●◖	61
Klonoa 2: Lunatea's Veil	**EA Games**	●●●●◖	47
Knockout Kings 2001	**EA Sports**	●●●●	42
Knockout Kings 2002	**EA Sports**	●●●●	55
Le Mans 24 Hours	**Infogrames**	●●◖	48
The Legend of Alon D'ar	**Ubi Soft**	●◖	54
Legends of Wrestling	**Acclaim**	●●◖	53
Legion: The Legend of Excalibur	**Midway**	●●●	59
Lego Racers 2	**Lego Media**	●●◖	51
Lethal Skies	**Sammy**	●●●	58
Mad Maestro!	**Eidos/Fresh**	●●●	56
Madden NFL 2001	**EA Sports**	●●●●◖	38
Madden NFL 2002	**EA Sports**	●●●●◖	48
Madden NFL 2003	**EA Sports**	●●●●●	60
The Mark of Kri	**Sony CEA**	●●●	59
Marvel vs. Capcom 2	**Capcom**	●●●●	61
Mat Hoffman's Pro BMX 2	**Activision**	●●●●	60
Max Payne	**Rockstar**	●●●●	53
Maximo: Ghosts To Glory	**Capcom**	●●●◖	54
MDK2 Armageddon	**Interplay**	●●●◖	45
③ **Medal of Honor: Frontline**	**EA Games**	●●●●●	58

So you still want codes? Fine!

Invincibility

Pause the game and press Square, L1, Circle, R1, Triangle, L2, Select, R2. The game will automatically resume.

Rubber grenade mode

Enter BOING at the Enigma Machine. If you entered the code correctly, green lights will flash. Select the Bonus option underneath the Enigma Machine to enable/disable this cheat.

Snipe-O-Rama mode

Enter LONGSHOT at the Enigma Machine. If you entered the code correctly, green lights will flash. Select the "Bonus" option underneath the Enigma Machine to enable/disable this cheat. This cheat allows all guns to zoom like a sniper rifle.

Say what?

Enter the options menu and turn on the subtitles. This will allow you to know what the Germans are saying.

Game	Publisher	Score	Issue
Men in Black II: Alien Escape	**Infogrames**	●●◖	60
Metal Gear Solid 2	**Konami**	●●●●●	51
Metropolismania	**Natsume**	●●●	61
⑦ **Midnight Club**	**Rockstar**	●●●●	39

Unlock the Smuggler's Run Buggy

Have a save file from both Smuggler's Run and Midnight Club on the same memory card, and the Smuggler's Run Buggy will appear in your garage.

Hidden FMV Sequence

Wait approximately 30 seconds at the start screen, and an FMV sequence featuring the Beta car will begin.

Manhattan Police

Complete Manhattan level 10 in Head-2-Head mode.

London Police

Complete London level 10 in Head-2-Head mode.

All Cruseros

Complete Manhattan levels 1, 4 and 7 in Head-2-Head mode to open this up.

Taking the Contraband Back

Instead of chasing these guys all over the countryside, here's a trick that'll help you get the contraband to your base before they can get it to theirs. Instead of chasing, just wait at the enemy dropoff (the one with blue flares). When they try to get to their base, they'll hit you, turn over the goods, and you can motor to your dropoff. It works wonders.

Mike Tyson Heavyweight Boxing	**Codemasters**	●	58
Mister Mosquito	**Eidos/Fresh**	●●●◖	56
⑥ **MLB Slugfest 20-03**	**Midway**	●●●●	59

Enter these codes while on the versus page.

Here's how it works: The first number is how many times you press Square or L1. The second number is how many times you press X or Triangle. The third number is how many times you press Circle or R1. After that, press the direction to activate that specific code.

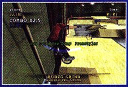
1, 1, 1, Down	Tournament Mode
4, 4, 4, Down	Unlimited Turbo
2, 4, 2, Down	16 Softball
0, 0, 4, Right	Whiffle Bat
2, 0, 0, Right	Big Head
0, 0, 4, Up	Log Bat
3, 3, 3, Up	Coliseum
3, 2, 1, Up	Rocket Park
1, 2, 3, Up	Extra Time
2, 4, 2, Up	Rubber Ball
0, 0, 4, Left	Mace Bat
2, 0, 0, Left	Tiny Head
2, 1, 0, Right	Pinto Team
2, 1, 1, Right	Horse Team
2, 1, 2, Right	Eagle Team
2, 2, 0, Right	Lion Team
3, 0, 0, Left	Max Batting
0, 3, 0, Left	Max Power
0, 0, 3, Left	Max Speed

Mobile Suit Gundam:			
Federation vs. Zeon	**Bandai**	●●●◖	61
Mobile Suit Gundam:			
Journey to Jaburo	**Bandai**	●	48
Mobile Suit Gundam:			
Zeonic Front	**Bandai**	●●●	54
Monster Rancher 3	**Tecmo**	●●●●	50
Monsters, Inc.	**Sony CEA**	●●●◖	55
Moto GP	**Namco**	●●●●	39
Moto GP2	**Namco**	●●●●◖	53
Motor Mayhem	**Infogrames**	●●●	47
MTV Music Generator 2	**Codemasters**	●●●	46
The Mummy Returns	**Universal**	●◖	52
MX 2002 Featuring			
Ricky Carmichael	**THQ**	●●●●	47
MX Rider	**Infogrames**	●●●◖	52
MX Superfly Featuring			
Ricky Carmichael	**THQ**	●●●◖	59
Namco Museum	**Namco**	●●●◖	53
NASCAR 2001	**EA Sports**	●●◖	40
NASCAR Heat	**Infogrames**	●●●●	47

MAT HOFFMAN 2

So you want to know how to master Oklahoma City? We figured the best people to ask were the players on the team that made Mat Hoffman 2. Here are there tips, with some visuals to make your life a touch easier.

• Just got into town?



Jump off of the light fixture (the one after you grabbed the bus key) and grind onto the rail behind it. Keep grinding around the corner and jump from there onto the next rail so you can grab the CD with the track, "Free Styler." You can do the rest without us holding your handlebars, right?

• Semi-pro flow

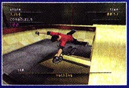
The crooked bench shouldn't be a problem. It's, get this, the crooked bench. After that, do your Eggbeater from that same manual.

Find the two toolboxes in the far left and near right corners of the room, then scour the warehouse for the other three (one in between the two garage doors leading from the park to the warehouse; one on the near right corner of the warehouse; one on the far left corner).

After knocking the last toolbox down, head toward the conveyor belt. See the green ramp-shaped machine with a yellow light on top of it? Jump over that and hit the switch on the wall to unlock the ramp to the hidden garage.

When that's all done, figure a way to score 40,000 points (we figure you can find a ramp to do this on), and you'll be all squared with your semi-pro challenges.

• Are you all Pro?



Jump off and go to Gap One (located just forward and to the right of the start point). Land a perfect 360 Nothing over Gap One.

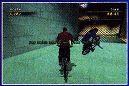
Now position yourself below the previously mentioned light fixture and face to the left of where the start point is (about 10 o'clock). Ride in that direction and up that vert, jump at the top and grind onto the rail above it. Grind around until you've gotten the Condor.

As for the fire alarms, follow these steps:

- Go into the warehouse and go to the middle of the room. Turn right. Ride up and over the vert ramp on the right wall and take a quick left. Ride up the two wooden ramps and jump and grind onto the yellow rail. Follow that around and hit the second fire alarm.
- Jump off of the rail and go to the far corner where one of the toolboxes used to be. Ride up the ramp there and you'll see a fire alarm up in this area. You can hit it by riding up the vert ramp and jumping *really* high. Ride back down out of this area and get along the right wall where the green machine with the yellow light is. Jump the machine again and grind onto the ledge above it to hit the fourth fire alarm.
- Jump off the rail and go directly to the other side of the warehouse where the ramp to the secret garage is. Ride up the ramp and hit the fifth fire alarm.

Then score 80K and you're done. Well, done but not done. There are secrets to be discovered, young biker!

• Secret riders



While you're up in the secret garage go to the far end of it and transfer to one of the elevated quarter pipes with kickers.

Jump off of a kicker and grind on top of the big black machine with the Hoffman Bikes logo on it. This will open a big mechanical half pipe.

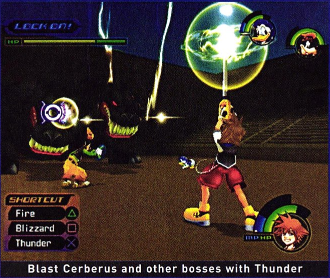
Above the half pipe there is a helmet floating. Grab this to unlock a padded outfit. Now go back to the same transfer you used to jump onto the top of the half pipe and do it again.

Grind along the edge of the half pipe, jump off, and grind onto the bull's horns. Jump off of the horns and into the area above it to unlock Day Smith.

The other secret characters that you can unlock include Vanessa, a female BMX rider, in Los Angeles. Just perform an adrenaline trick in front of her. Bigfoot can be unlocked by performing an adrenaline trick while transferring the kicker ramps in the outdoor BMX park in Portland. Volcano can be unlocked by defeating the Tiki God in Hawaii. Unlock the Mime by finding every gap in the entire game.

KINGDOM HEARTS

Seven keys to getting the most out of this game, plus walk-throughs of some tricky spots



Blast Cerberus and other bosses with Thunder

LOCK ON!
SHORTCUT
Fire
Blizzard
Thunder

Tarzan kicks ass!

LOCK ON!
Attack
Magic
Items

Use Donald in Atlantica

Seven Painfully Obvious Yet Utterly Relevant and Remarkably Useful Tips for Maximizing Your Enjoyment of Kingdom Hearts

1. SLOW DOWN

Rush through the game and you can beat it in less than 25 hours. But we guarantee you won't enjoy it as much as we did. Part of the fun in Kingdom Hearts is doing all the extra stuff—finding the Dalmatian puppies, fighting in the tournaments at Olympus Coliseum, building up your characters, unleashing the power of all the different Keyblades, and much more. Plus, the story is much richer when you take the time to immerse yourself in it—and you'll often find extra story tidbits along the way.

2. FOCUS

Early on, you'll probably lock on to enemies more than you need to. Once you get the hang of combat, though, try to avoid locking on—it tends to whipsaw the camera around for a dizzying effect, and it often forces you to chase after enemies that can easily outpace you. Do yourself a favor and let the game naturally lock on to whichever enemy is closest at hand; you can still chase after a specific Heartless foe, but you've got a better chance of tracking it down without having to tussle with the camera as well. The exception here: bosses that have multiple attack points (you'll want to finish off one section of the boss before moving on to the next) and enemies in areas like Atlantica (since you're underwater and have full freedom of 3D movement, locking on helps you target a foe without swimming completely out of range).

3. GET SOME HELP

No, it's not just you—Donald is, in fact, utterly useless in combat early in the game. But guess what? You can swap in other more-powerful characters while visiting different worlds. And here's the best part: Donald will gain just as much experience even when he's not part of the party. Here's what we suggest: Put Donald on the sidelines in Deep Jungle and Agrabah, but start using him again once you reach Atlantica. By then, his magic is a lot stronger, and it helps to have him around when squaring off against those underwater meanies.

4. GET SMART

Be sure to fiddle with the A.I. settings for Donald and Goofy. Here's what we found works best: Start with their overall settings on "Personal," but then adjust the HP Items and MP Items to read "Only in emergency." Yeah, they'll still use up far too many potions and ethers, but at least they won't be nearly as wasteful about it.

5. TAKE SHORTCUTS

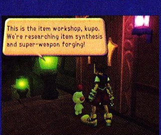
Don't forget to set your magic shortcuts, which you can trigger with a tap of L1 along with X, Square or Triangle. Though you'll eventually have a range of spells at your disposal, we found only three to be truly useful: cure, fire and thunder. Use these three often (especially cure), and you'll whiz through battles.

6. ROLL AROUND

The Dodge Roll ability is a lifesaver in certain boss battles. There's no way we would have beaten Cerberus without rolling past his many devastating attacks! Of course, once you gain the ability to fly (much later in the game), the Dodge Roll isn't quite as useful...

7. GO BACK FOR SECONDS

There are so many reasons to come back to Traverse Town, be it a visit to the Dalmatians' mansion to pick up a thank-you gift, or a stop off at the moogles' Item Workshop to synthesize new accessories, or a quick check of Merlin's study to add missing pages to Pooh's book and maybe even gain a new summon spell. While you're at it, be sure to head back to all the different worlds when you gain new abilities; you'll finally be able to reach some of those out-of-the-way chests, which contain some great goodies.


This is the item workshop, kupo. We're researching item synthesis and super-weapon forging!

Visit the Synthesis shop

You shouldn't have too much trouble finding your way through Kingdom Hearts, but the game's got a few spots that'll have you turning in circles. Following are quick walk-throughs for three of the trickier areas.

AGRABAH: CAVE OF WONDERS

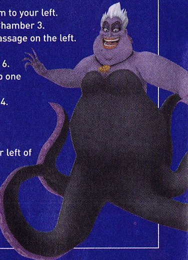
1. After entering the cave, stay to the left side and walk forward. Go through the doorway that's in front of you.
2. Enter the Dark Chamber, which is down the stairs located between two torch pillars.
3. Head to the Silent Chamber, which you can reach by swimming upstream to the right of the save point.
4. Swim downstream on the right side.
5. Activate the Monkey Statue. You need Aladdin in your party to do so (if you don't have him, head back to the last save point and swap him in).
6. Head back to the previous area, go up the stairs, then swim to the Hidden Room on the far right.
7. Swim to the stairs, where you can examine the stone pillar. Then blast it with fire magic.
8. Now go all the way back to the Silent Chamber, then go upstairs.
9. Go to the Bottomless Hall, which is through a door on your right.
10. Go forward, jump the gap, then enter the doorway to the Treasure Room.
11. Enter the Lamp Chamber.

MONSTRO: CHASING PINOCCHIO

1. Start off in Chamber 1.
2. Enter Chamber 2 on a platform to your left.
3. Go straight through to enter Chamber 3.
4. Enter Chamber 2 through a passage on the left.
5. Go right to get to Chamber 5.
6. Go straight to get to Chamber 6.
7. Head toward your right and up one step to get to Chamber 5.
8. Go straight to enter Chamber 4.

ATLANTICA: URSULA, AGAIN!

1. Go back to the Sunken Ship.
2. Swim to the cave on the upper left of the ship.
3. Make sure you have the Mermaid Kick equipped, then use it to swim through the raging currents to the cave across the way.



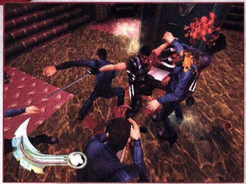
Try as we might, we just couldn't get into the whole business of building a better Gummi ship. Like *Final Fantasy X*'s blitzball minigame, it just didn't do it for us. But we're sure some of you really dug this deep diversion, so now it's up to you share your strategies and tips for Gummi ship mastery. E-mail us at opm@ziffdavis.com with the subject "Gummi S.O.S."

Next month: Grab all the Keyblades. Find all the Dalmatian pups. Get through the last level's massive maze. Plus, some of your tips and tricks for the game (oh, yeah—that means you'll have to e-mail them to us at opm@ziffdavis.com with the subject "KH Tips").

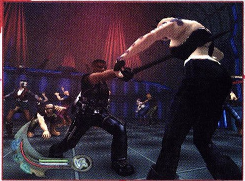
Who's your favorite character in *Kingdom Hearts*? Write us at opm@ziffdavis.com and title the e-mail Replay: Kingdom Come.

HALF-HUMAN, HALF-VAMPIRE, AND ONLY HALF-DONE KILLING.

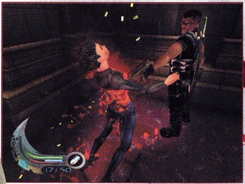
BLADE™ II



KEEP THE FORCES OF EVIL AT BAY WITH YOUR 360-DEGREE COMBAT SYSTEM AND UNSTOPPABLE RAGE POWERS.

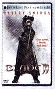


DELIVER LAST RITES TO YOUR VILE VAMPIRE VICTIMS WITH GRUESOME, OVER-THE-TOP FINISHING MOVES.



USE MARTIAL ARTS, GUNS AND THE SWORD OF THE DAYWALKER IN A DANCE OF DEATH WITH YOUR INHUMAN ENEMIES.

PlayStation®2 computer entertainment system and Xbox™ video game system screenshots shown.



THE HUNT BEGINS AGAIN...

BLADE II

AVAILABLE ON VHS AND 2-DISC PLATINUM SERIES™ DVD EVERYWHERE!

www.blade2.com

MATURE

M

CONTENT RATED BY ESRB

Blood and Gore
Strong Language
Violence

PlayStation®2

XBOX

NEW LINE HOME ENTERTAINMENT
An AOL Time Warner Company

MARVEL™

ACTIVISION.

activision.com

Marvel, Blade and the distinctive likeness(es) thereof are trademark(s) of Marvel Characters, Inc., and are used with permission. Copyright © 2002 Marvel Characters, Inc. All rights reserved. www.marvel.com. Blade 2 motion picture artwork and other motion picture material © 2002 New Line Productions, Inc. All rights reserved. Game code © 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. Licensed for play on the PlayStation®2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

GREATEST HITS

TWISTED METAL: BLACK

If you're going to play *Black*, you're going to want all the best stuff. We deliver all the secret cars. And if you're having problems, just scan the last few lines to figure out how to make yourself invincible.

HIDDEN CARS

YellowJacket

Junkyard

YellowJacket

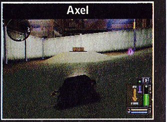
Shoot down the airplane circling the level. It'll crash into the gully. The wreckage will open up a secret passageway that spans the level. Inside the tunnel is a control panel and a weird-looking concrete structure. Shoot the panel until it blows up, then YellowJacket is yours.

YellowJacket's Special Attack

This Special will surround the Taxi Cab with spikes. Trigger the attack to fire the spikes in four directions as the primary attack. As a secondary attack, you can ram other cars while the spikes are deployed. In addition, use Turbo when ramming the enemy. The damage will be even greater!

Axel

Freeway


Axel

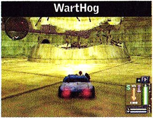
Grab some Gas Cans and head to the construction site. Find an incline so you can aim your weapons at the crane holding a small building. Shoot the Cans into the crane's control room to force it to drop the building. Then blast the walls of the dropped building. Inside: Axel.

Axel's Special Attack

Axel can send a burst of energy out from his wheel to blast enemies around him. This attack can hit multiple enemies, making packs of cars a tempting target. By tapping Up while your Special is selected, you'll trigger the second attack. Then he can roll right over opponents.

Warthog

Suburbs


WartHog

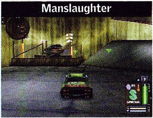
There's a hill overlooking the factory district. Leap off of the hill (marked with a Gas Can) onto the building "A & L Transportation." Shoot out the small raise to open a hole into the building. Drop inside and shoot the control switch.

Warthog's Special Attack

Warthog can fry opponents with his cutting laser. Try to immobilize an opponent with a Freeze before using the beam. This attack does severe damage, and you can increase your victim's plight by firing your machine guns to do a little bit more hurting.

Manslaughter

Prison Ship


Manslaughter

Exit the Prison Ship and take a right. Follow the path outside of the boat until you find the crates with a Health Power-Up on top of them. Shoot the crates until they form a ramp, then ride up and shoot the hull of the ship to reveal a secret passage into the Detention Center.

ManSlaughter's Special Attack

This truck can lob giant explosive rocks. The more that impact, the more damage done. If the rocks hit the ground they'll scatter and bounce a bit before exploding. This attack can hit over such a wide area that it is ideal for exploring levels and finding what you can and cannot destroy.

Game	Publisher	Score	Issue
NASCAR Thunder 2002	EA Sports	●●●●◖	51
NBA 2K2	Sega Sports	●●●●●	53
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◖	51
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Sports Big	●●●●●	47
NCAA College Football 2K3	Sega Sports	●●◖	60
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
NCAA Football 2002	EA Sports	●●●●◖	48
1 NCAA Football 2003	EA Sports	●●●●●	60

You may love Madden, you should love Madden, but *NCAA* is *OPM*'s football game of choice. If you want to get better at it, follow these can't-miss tips.

Punt Block

You can go with the Punt Return formation, but it'll cause more heartache than glory. Go with Punt Block and take the strong safety. Once the ball is snapped hold down L1 (strafe) and push down to intercept the defender who wants to scoot down the field.

After that, take control of the punt returner. Once you catch the ball, cut immediately to your left or right and speed burst to get away from the defenders.

Beware, though, if you miss your block, consider calling for a fair catch. Otherwise you might get licked and fumble.

Game	Publisher	Score	Issue
NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA GameBreaker 2003	Sony CEA	●●	61
NCAA March Madness 2002	EA Sports	●●●	53
NFL 2K2	Sega Sports	●●●◖	52
NFL 2K3	Sega Sports	●●●●◖	60
NFL Blitz 20-02	Midway	●●●●	55
NFL Blitz 20-03	Midway	●●●◖	60
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◖	53
NFL GameDay 2003	Sony CEA	●●◖	61
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL FaceOff 2001	Sony CEA	●●●◖	43
NHL Hitz 2002	Midway	●●●●	51
Ninja Assault	Namco	●●◖	61
No One Lives Forever	Sierra	●●●◖	56
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Onimusha 2: Samurai's Destiny	Capcom	●●●●	60
Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man Fever	Namco	●●	60
Pac-Man World 2	Namco	●●●●◖	54
PaRappa the Rapper 2	Sony CEA	●●●◖	53
Paris-Dakar Rally	Acclaim	●●	53
Pirates: The Legend of Black Kat	EA Games	●●●◖	55
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◖	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	●●◖	60
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
Rayman Arena	Ubi Soft	●●●◖	57
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Card Soccer 20-03	Midway	●●●	57
Red Faction	THQ	●●●●●	46
10 Resident Evil–Code: Veronica X	Capcom	●●●●◖	48

There's plenty to do in Veronica X, but not all of it needs loads of explanation. Cut out this tip sheet and tape it to your left eyeball. It'll come in real handy-like.

Quick tips

- Give the Hemostatic Medicine to Rodrigo when you find it.
- Use the second Blue Shield Crest near the guillotine.
- Use the Army, Navy and Air Force Proofs to activate the lift to the plane.
- Tyrants don't like being hit with crates.
- Don't waste too much ammo on the giant moths. They're hard to shoot and respawn.
- Use the Bar Code Sticker on a conveyer-belt box.
- Just before you pick up Alfred's sniper rifle, leave some good weapons and medicine for Chris, or he's screwed. Make every sniper shot count against Nosferatu (aim for the heart); then finish him off with your knife or handgun.
- Kill the worm with Chris if you want Claire's Lighter back. It's mighty useful!
- Don't fight the axe-wielding Green Mutant. Just run and use two extra-potent health items. (You'll know when to!)
- Whether or not the power is on helps you attain the Red and Blue Tiger Eyes.
- Use the best guns versus the final boss, and finish it off with the Linear Launcher.

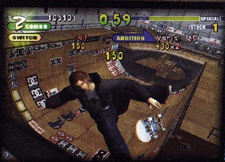
Game	Publisher	Score	Issue
Rez	Sega	●●●●◖	53
Ridge Racer V	Namco	●●●●◖	38
Riding Spirits	Bam!	●●●◖	61
Ring of Red	Konami	●●●●	43
Road Trip	Conspiracy	●●●●	61
Romance of the Three Kingdoms VII	Koei	●●◖	60
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take 2	●●◖	48
Salt Lake 2002	Eidos	●●◖	55
Savage Skies	Bam!	●●●	56
Scooby-Doo: Night of 100 Frights	THQ	●●●	58
Sega Sports Tennis	Sega Sports	●●●●◖	60
Shadow Hearts	Midway	●●●●	52
Shadow of Destiny	Konami	●●●◖	43
Shadowman: 2econd Coming	Acclaim	●●	57
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Shifters	3DO	●	58
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons Road Rage	EA Games	●●●	52
Sky Gunner	Atlus	●●●◖	58
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Big	●●●◖	55
Smash Court Tennis Pro Tournament	Namco	●●●◖	56
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◖	52
Soccer America: International Cup	Hot-B	●●	48
Soccer Mania	EA/Lego	●●●◖	59
SOCOM: U.S. Navy SEALs	Sony CEA	●●●●●	60
Soldier of Fortune	Majesco	●●●	52
Soul Reaver 2	Eidos	●●●	52
Space Race	Infogrames	●●◖	59
8 Spider-Man	Activision	●●●●◖	57

We love Spidey, and since you do, too, unlock this stuff by using these handy codes.

Play as Shocker: HERMANSCHULTZ
Play as Scientist: SERUM
Play as Thug: KNUCKLES
Play as Spike: STICKYRICE
Play as Shocker Thug: THUGSRUS
Play as Helicopter Cop: CAPTAINSTACEY
Play as Old Super Soldier: FREAKOUT
Play as Cop: REALHERO
Play as Mary Jane: GIRLNEXTDOOR
Unlimited Webbing: ORGANICWEBBING
All Combos Available: KOALA
All Levels Available: IMIARMAS
Bullet Time Mode: DODGETHIS
Big Head Thugs: JOELSPEANUTS
Micro Spidey: SPIDERBYTE
Big Head and Feet: GOESTOYOURHEAD
First-Person Mode: UNDERTHEMASK
Unlock Everything: ARACHNID

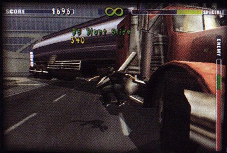
Game	Publisher	Score	Issue
Splashdown	Infogrames	●●●●	52
Spy Hunter	Midway	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Trek Voyager: Elite Force	Majesco	●●◖	53
Star Wars: Episode I—			

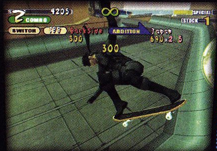
FRESHLY GROUND
SKATERS
SERVED DA LY

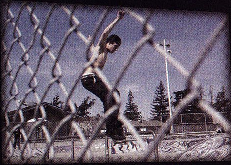

MISSIONS VARY BY SKATER.

Presenting Evolution Skateboarding—a heaping helping of pure skating goodness. Pull off 70 of the gnarliest tricks. Carve, grind and soar through eight wicked worlds that change for each of your eight pro riders. Conquer 30 trick-based missions in Challenge Mode. And then use your skating skills against powerful boss characters, including a two-ton semi. Open wide. This promises to be tasty.

EVOLUTION SKATEBOARDING


BATTLE BOSS CHARACTERS.


UNLOCK HIDDEN SKATERS.



TEEN T CONTENT RATED BY ESRB

Blood
Mild Lyrics
Mild Violence

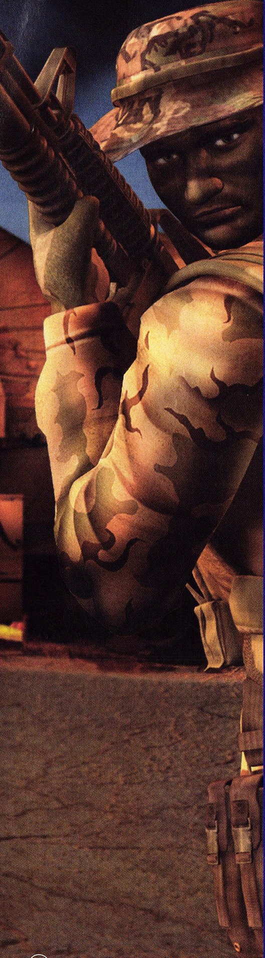
King of Skate

NINTENDO GAMECUBE

PlayStation 2

KONAMI

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, The Nintendo Game Cube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. King of, LLC © 2002. KONAMI® is a registered trademark of KONAMI CORPORATION. © 2002 KONAMI. All rights reserved.



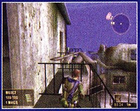
SOCOM: DESERT GLORY

Excuse me while I kiss the sand

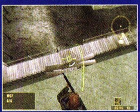
Desert Glory is one of the most intricate, detailed and densely designed multiplayer levels in SOCOM. This means it can be hell on newcomers, but it also means there are plenty of nooks and crannies in which to take cover—or flush out your enemies when they try to take cover. Most Extraction (i.e., hostage rescue) missions tend to be a bit better balanced when the SEALs outnumber the Terrorists, and this level is a particularly good example. If you have a full eight-man team of SEALs, you probably don't want more than five or six Terrorists or the Terrorists will most likely dominate (alternately, put the weakest players on the Terrorist team—it's a natural handicap). Here's a few more specific suggestions.

FRIENDS IN HIGH PLACES

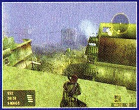
Here's how to teach your enemies to be afraid of heights. In the building where the hostages are kept, take the stairs up to the top level. Off this room are two balconies joined by a wooden plank over their railings:



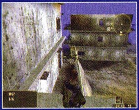
Climb up onto this plank and turn toward the building. You'll notice that another Climb icon shows up here. Go ahead and climb up onto the top of the building. To discourage pursuit, drop a grenade down on the plank or one of the balconies; it'll blow up the plank, making it impossible for anyone else to follow you up to your easily-defended position.



Now, you've got some options here. If you plop down right above those balconies, you'll get a view of a sizeable portion of the battlefield.

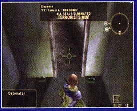


Alternately, you can head to the back of the building and drop down onto the lower platform. This places you right above the only entrance to the room which contains the hostages, and also gives you a bead on enemies trying to sneak in through the basement. Just be aware that you'll make quite a noticeable target in this position.



THE BEST OFFENSE IS A GOOD DEFENSE

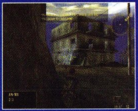
Here's why we recommend that the SEALs outnumber the Terrorists on this level: The area that houses the hostages is spectacularly easy to defend. With just one entrance and a convenient L-shaped passageway to get into the room, the area could conceivably be held by a single Terrorist for the entire length of the game. (Well, he'd have to be a pretty smart Terrorist, but it certainly is possible.) Lobbing grenades out the door and sniping from the window are both viable options—or lobbing grenades out the window onto SEALs trying to infiltrate through the basement tunnel—but our favorite method is a little more sneaky. If you place claymores just inside the door on both sides (push hard into the corner before placing them and you'll get the best placement), you can be ready with a nasty surprise when the enemy comes a-knockin'.



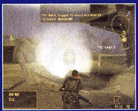
Try to lure the enemy through the doors by squeezing off a few rounds and ducking behind the wall. When he starts coming toward you, switch to the detonator. Wait for it...wait for it...NOW. If you plan to go this route, it's a good idea to set the detonator as a quick key so that you can react quickly if an enemy surprises you by popping out the side door.

SMOKESCREEN

Have you noticed that smoldering campfire right near the center of the arena? First-time players will often mistake that smoke for a smoke grenade, but as a player becomes familiar with the level he'll start to ignore that smoke. Use that to your advantage: Lob a smoke grenade into the middle of the campfire pit.

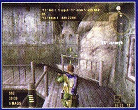


This will give you a place to hide in plain sight. Sure, the smoke will be thicker and more billowy than usual, but this will likely fool the intermediate players the first couple of times. And once they start to notice you're hiding in there, throw the smoke grenade but run in the opposite direction. You can circle around and take out the guys who are coming toward what they think is your hiding spot.



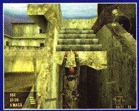
CUTTING CORNERS

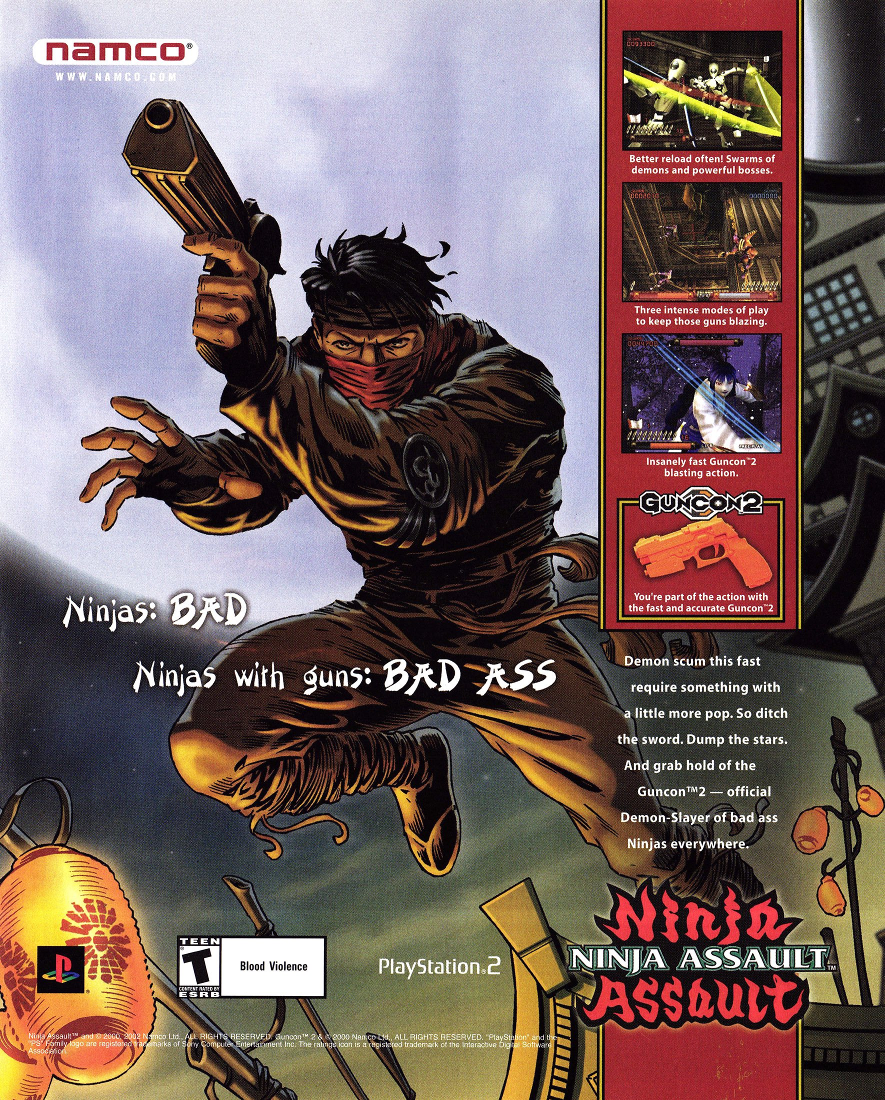
We've been focusing on Terrorist strategies for most of this level, but we didn't want you SEALs to feel left out. Here's a quick way to penetrate into the heart of the Terrorist stronghold quickly. You know that raised, wooden boardwalk that runs around the building that houses the terrorists? At the innermost "elbow" of the platform is an area with the railing missing. Not coincidentally, this happens to lead to a ledge that will give access to the back door of the hostage building. They're not as likely to watch that entrance—right near one of the most common Terrorist start points, and they're not likely to expect SEALs to show up so early in the game—so make the most of your secret arrival.



AND ONE TO GROW ON

There's a building just across from the building in which the hostages are restrained that looks like it's been nearly demolished. You may think by first looking at it that it's impossible to get up on top of it, but if you thought that you'd be wrong. Just head to the broken stairway and push toward it—a climb icon will pop on-screen, allowing you to jump on up. Use the balconies to rain down fire upon thine enemies.




namco®
WWW.NAMCO.COM
GUNCON2
TEEN
T
CONTENT RATED BY ESRB
PlayStation®2
NINJA ASSAULT™

Better reload often! Swarms of demons and powerful bosses.

Three intense modes of play to keep those guns blazing.

Insanely fast Guncon™2 blasting action.

You're part of the action with the fast and accurate Guncon™2

Ninjas: BAD

Ninjas with guns: BAD ASS

Demon scum this fast require something with a little more pop. So ditch the sword. Dump the stars. And grab hold of the Guncon™2 — official Demon-Slayer of bad ass Ninjas everywhere.

Blood Violence

Ninja Assault™ and © 2000, 2002 Namco Ltd., ALL RIGHTS RESERVED. Guncon™ 2 & © 2000 Namco Ltd., ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

REPLAY

GREATEST HITS

DARK CLOUD

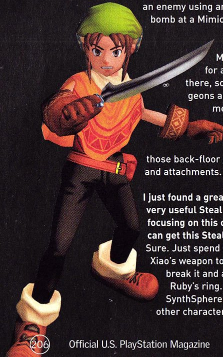
You've got tough questions? Well, we've got competent answers. If you've been trotting through Dark Cloud, congrats, but if you're in a slow trudge, these answers should be a big help.

I've collected all the Alta and completed all the events in Norune Village. But I still don't have 100% in the Request column. What now?
Now comes the fun part. Wander through the town and chat with all the residents. They'll have all kinds of requests, from the simple (put me near the windmill) to the challenging (put me somewhere where I can exercise). The goal is to set up your village so that each and every request is fulfilled. While you're at it, throw in some of those extra pieces, just to make things look purty. Below is how we set up Norune Village—although what you do may look drastically different (though we've done something beautiful, haven't we?). Going forward, just apply this same kind of logical urban planning to future villages.

My characters are all a bit wimpy—and they get thirsty all the time! How can I build them up?
Have you been searching the villages for those random chests that pop up after you complete a few levels in the local dungeon? If so, you've likely stumbled upon Gourds (which increase your Thirst meter), Fruits of Eden (which increase your Health meter) and Fluffy Doughnuts (which increase Toan's defense—the other characters also have their "favorite" foods that boost their defense, like Fish Candy for Xiao and Carrot Cookies for Osmond). But here's a nifty-neato (did we just say that?) trick that's not mentioned anywhere in the game: When you pop into first-person mode (tap R2) while in a house, you can move around, much like a first-person shooter. Doing so will allow you to see areas in these houses that aren't normally visible. Do a thorough search (be sure to look down toward your feet) in these houses, and you're sure to find a wealth of items. Also, remember to check areas outside of the houses; in Matataki Village, for example, you'll find chests by the pond and near the entrance to Goro's area. Finally, once you've fully finished rebuilding a village, do one last sweep through the entire area. You're bound to find a few more choice items that'll boost your health, defense and water capacity.

I can't find any Mimic Breaker attachments—and I need them to build up my weapon. What gives?
Forgive us for scolding you, but did you sell those Mimic Breakers you acquired early on because you needed a quick cash fix? Then shame, shame. As you get further into the game, you'll encounter several new stores that sell various attachments and gems, but since Mimic Breakers aren't among them, you'll have to get your hands dirty and earn them the old-fashioned way. Did you remember that you can often acquire an attachment by defeating an enemy using an item? Meaning, if you toss a bomb at a Mimic, rather than slaying it with your sword, chances are good that it'll leave behind a Mimic Breaker. That also goes for all the other enemies out there, so head back into the dungeons and collect those attachments. (If you're looking for Mimics, try the third level of the Sun/Moon Temple.) And don't forget to troll those back-floor areas for extra gems, items and attachments.

I just found a great slingshot for Xiao with this very useful Steal function. But I'm not really focusing on this character. Is there any way I can get this Steal function on Ruby's weapon?
Sure. Just spend an extra hour building up Xiao's weapon to at least level five, then break it and attach the SynthSphere to Ruby's ring. You can use any SynthSphere from any character on any other character.



Game	Publisher	Score	Issue
Super Bombad Racing	LucasArts	●●	45
Star Wars: Jedi Starfighter	LucasArts	●●●◖	56
Star Wars Racer Revenge	LucasArts	●●●●◖	55
Star Wars: Starfighter	LucasArts	●●●●◖	43
State of Emergency	Rockstar	●●●	55
Stitch: Experiment 626	Sony CEA	●●◖	59
Street Fighter EX 3	Capcom	●●●◖	39
Street Hoops	Activision	●●●◖	60
Stretch Panic	Conspiracy	●●●◖	47
④ Stuntman	Infogrames/Atari	●●●	59

Our initial advice is to avoid this game, but really, some part of our gaming ego demands that we keep playing until we beat it. With that in mind, we deliver codes to ease your *Stuntman* headache.

Cheat mode
Enter MUssON, a case-sensitive driver's name, at the New Game menu to unlock all cars, toys and trailers.

All driving games, cars and toys
Enter Bindl, a case-sensitive driver's name, to unlock all driving games, cars and toys.

All cars
Enter spiDER or ChUmP, a case-sensitive driver's name, at the New Game menu to unlock all cars in stunt constructor and training modes.

All toys
Enter MeFf, a case-sensitive driver's name, at the New Game menu to unlock all toys in Stunt Constructor mode.

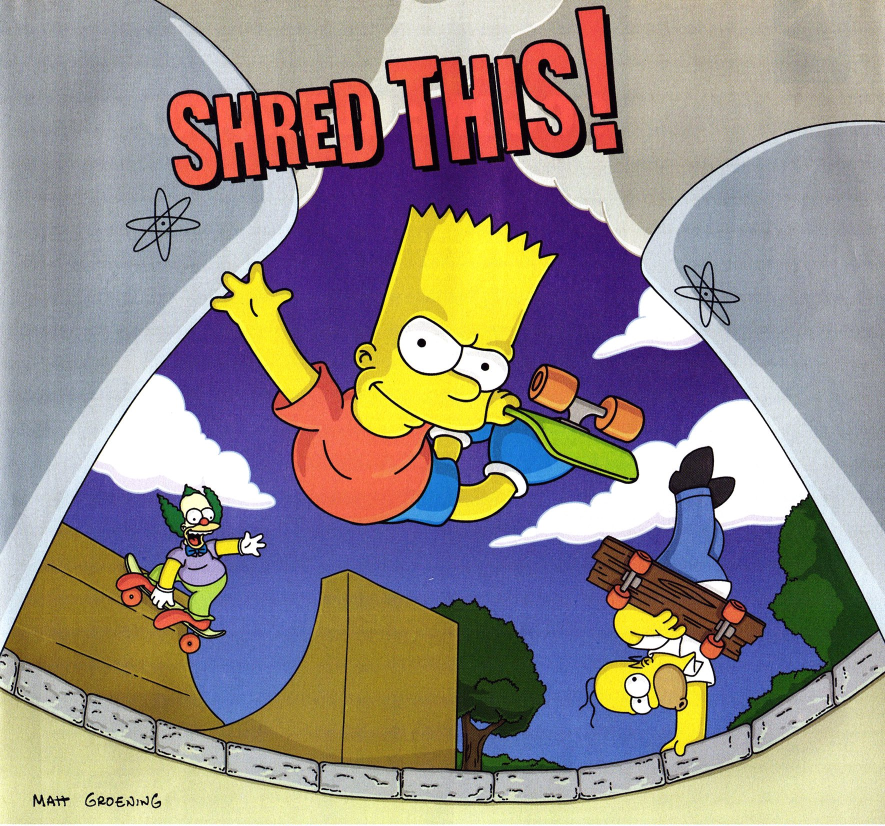
All trailers
Enter FellA, a case-sensitive driver's name, at the New Game menu to unlock all trailers.

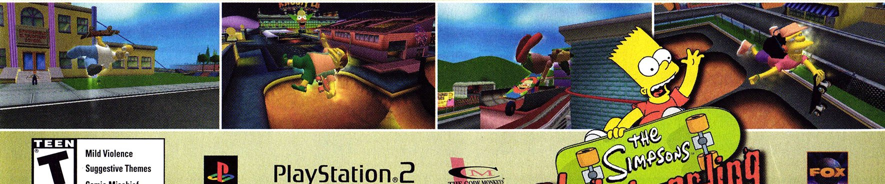
Quick start
During the pre-race countdown, hold R1.

Game	Publisher	Score	Issue
Summoner	THQ	●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◖	52
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Taz: Wanted	Infogrames	●●●◖	60
Tekken 4	Namco	●●●◖	61
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive	Infogrames	●●●◖	58
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Tetris Worlds	THQ	●●	57
Theme Park Roller Coaster	EA Games	●●●●	41
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour 2001	EA Sports	●●●	44
Tiger Woods PGA Tour 2002	EA Sports	●●●●	55
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Tony Hawk's Pro Skater 3	Activision	●●●●●	51
Top Angler	Xicat	●●●◖	57
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Transworld Surf	Infogrames	●●●◖	57
Triple Play 2002	EA Sports	●●	55
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
Twisted Metal: Black	SCEA	●●●●●	47
Twisted Metal: Black Online	SCEA	●●●●	61
UFC Throwdown	Infogrames	●●●◖	58
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
Virtua Fighter 4	Sega	●●●●●	55
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Way of the Samurai	Bam!	●●●◖	59
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
Wipeout Fusion	Bam!	●●●●◖	57
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
Woody Woodpecker: Escape from Buzz Buzzard Park	Dreamcatcher	●●●	57
World Destruction League: Thunder Tanks	3DO	●●●	42
World of Outlaws: Sprint Cars	Infogrames	●●●●	55
World Tour Soccer 2002	Sony CEA	●●●●	53
WRC: World Rally Championship	Bam!	●●●●●	57
WTA Tour Tennis	Konami	●	57
WWF SmackDown! Just Bring It	THQ	●●●◖	52
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PSone TRICKS AND REVIEW ARCHIVE

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
2002 FIFA World Cup	EA Sports	●●●●	58
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take 2	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
All-Star Slammin' D-ball	Agetec	●●◖	56
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●◖	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack	3DO	●●●●	27
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men: World War—Final Front	3DO	●◖	45
Army Men: World War—Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Batman: Gotham City Racer	Ubi Soft	●◖	46





TEEN
T
CONTENT RATED BY
ESRB

Mild Violence
Suggestive Themes
Comic Mischief

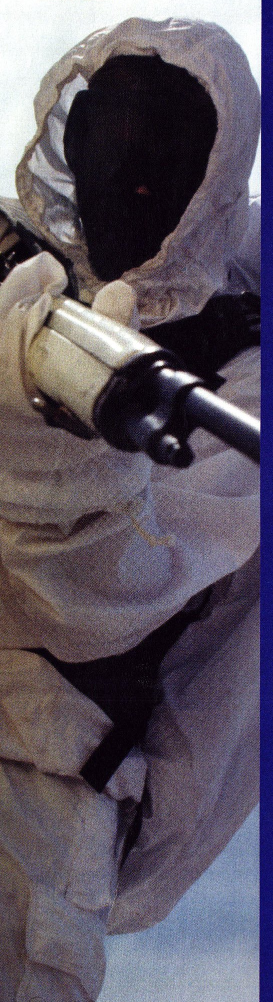
PlayStation®2

THE CODE MONKEYS

The Simpsons Skateboarding

FOX INTERACTIVE

© 2002 Twentieth Century Fox Film Corporation. All rights reserved. Fox Interactive, The Simpsons and their associated logos are trademarks of Twentieth Century Fox Film Corporation. “PlayStation” and the “PS” Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners.



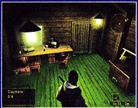
SOCOM: BLIZZARD

No business like snow business

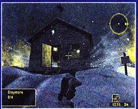
Demolition levels like Blizzard offer the greatest range of defensive tactics. It's easier to lay traps than it is in Suppression maps, because you have three separate focal points in the level: the bomb, the SEAL base and the Terrorist base. This makes Demolition maps a haven for snipers and campers. You know what this means: Don't ever stop moving, not unless you're well covered. Read on for more specific tactics.

NO ESCAPE

One of the cruelest methods of dispatching the enemy is to booby-trap your own base. If you lay in wait (especially if you have teammates making noise elsewhere), allow the enemy to pick up the bomb, then blast them just as they're about to plant it, you're dealing some serious psychological damage. They get so *close*...only to watch victory slip from their grasp at the final moment. Of course, the best tool for such torment is our old friend the claymore. One option is to position your four claymores inconspicuously in strategic locations in your base. Here's one useful placement for the SEAL base:



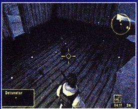
Now, you can either retreat to a safe distance and zoom in, waiting until the enemy is within reach, or you can be particularly nasty and actually let them plant the bomb before you detonate the claymores. The advantage of this second option is that you can move around freely, since the computer will inform you when the bomb has been planted. Keep in mind, though, that you'll need to be close enough to your base to get back there within 20 seconds or so. Make sure you position a claymore near each entrance to the room, since the enemy is likely to make tracks as soon as the bomb is planted; this will also give you a better chance of taking out any support the enemy has brought along. If all goes well, the deal should go down like this:



If your enemy tries this tactic on you, you have a few options. If you keep your eyes open, you can note the locations of the claymores; if you can't find a safe route through them, call in support to back you up. If you're the last man standing, you'll need to just hunt down the enemy. You don't *have* to blow up the enemy base to win; taking them all out does the job just as well.

BOOM

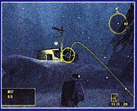
A similar approach (one which requires a great deal more speed and stealth) is to surround the bomb with claymores like so:



It's likely that once your enemy decides to make a dash for the bomb, he's not going to be watching where he's going as much as he's going to be hauling ass in and out of the building that shelters the bomb. Take advantage of that by positioning the claymores in the dim environment of this level's bomb shelter.

INCOMING!

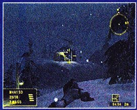
While we're on the subject of the bomb shelter, here's another tactic guaranteed to help keep the enemy on their toes: If you make a practice of lobbing grenades into the bomb shelter from a safe distance, you can generally make your opponent wary of dashing for the bomb.



Remember that with friendly fire turned off, your grenades will *not* damage your teammates. If you have a couple people alternately lobbing grenades, you have a virtually impenetrable shield to cover a third person heading in for the bomb. If your enemy tries this on you, don't even attempt to head in. Just wait for them to run out of grenades.

DISTANCE MAKES THE HEART GROW FONDER

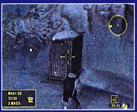
Yet another way to prevent the enemy from picking up the bomb altogether is to get a bead on the bomb shelter with a sniper rifle. The SEALs have a nice wooded rise on their side of the bomb that makes a good snipe point:



Be aware, though, that your enemy will probably catch on to this tactic pretty quickly.

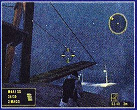
HIDE AND GO DIE

Blizzard has a few excellent hiding spots, perfect for popping out like a wild-eyed, gun-toting jack-in-the-box. Most fun are the two outhouses, one at the SEAL base and one at the Terrorist base:

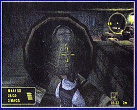


You can get inside one of these and close the door, and there's enough of a crack around the door that you can get some idea of what's going on. Be careful of standing too close to a wall, though, because the steam of your breath may come out of the wall, giving away your position. Be aware, as well, that an outhouse isn't exactly the most substantial cover; one well-placed grenade will take it down, and you with it.

(Also, whenever going into hiding, remember that the snow will hold your footprints for quite awhile. Solution: Run around in a tight circle, making a mess of the prints; alternately, walk backward.) Another great spot is this long thing sticking out of the Terrorist base:



Exit the upper level of the base onto the roof, walk around and head out to the end of whatever that thing is supposed to be, and hit the deck. It's *very* difficult to see from below. And don't forget about that pipe in the Terrorist base:



It makes a great hiding spot, and you can even lob grenades out the side if your enemy tries to plant the bomb. Remember, though, that there's only way into the pipe—if you get caught there, you've got nowhere to run to, baby, and nowhere to hide.

Game	Publisher	Score	Issue
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro	●◖	5
Big Air	Accolade	●◖	20
Big Bass Fishing	Take 2	◖	58
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding!!	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
c-12: Final Resistance	Sony CEA	●●◖	58
Caesar's Palace 2000	Interplay	◖	41
Caesar's Palace II	Interplay	●●	15
Capcom vs. SNK Pro	Capcom	●●●◖	60
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: Symphony of the Night	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Magetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◖	47
David Beckham Soccer	Majesco	●●●	61
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Delta Force: Urban Warfare	Novalogic	●●●	61
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Dexter's Laboratory: Mandark's Lab?	Bam!	●●●◖	59
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◖	55
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
② Digimon World 3	Bandai	●●◖	57

There are certain things that puzzle us: banana and peanut butter sandwiches and Digimon. To each their gaming own, we guess.

New partner Digimon

There are eight partner Digimon you can get. They are Agumon, Patamon, Veemon, Guilmon, Renamon, Kumamon, Kotemon and Monmon. After the first three you get, you will need to find the Ultimate level Digimon for the rookie that you want. DRI people are in various locations and they will tell you which Ultimate Digimon they want DNA from. Defeat the Ultimate level Digimon to get the DNA. Take it back to the DRI person that wants it and you will get that rookie. For example, talk to the DRI person in Tyranno Valley. He wants DNA from MetalGreymon. Go to Bulk Swamp to find MetalGreymon. Fight and defeat him to get the DNA. Take it back to the DRI person and he will put Agumon in your team. Go to Digimon Lab or see Piximon to switch to Agumon.

Permanent Digimon

Use the following trick to get permanent Digimon such as Paildramon or Omnimon. For example, to get Paildramon permanently, you must have a Digimon that can digivolve to Exveemon and Stingmon at level 5. To get Omnimon as well, you must have a Digimon that can digivolve to Metalgarurumon and Wargreymon at level 40.

Experience for all

Tag in all your weaker partners first, then tag in your strongest last. Do not forget to heal them to get the experience. Then, finish with the strongest Digimon. All the digimon will get the same amount of experience.

Game	Publisher	Score	Issue
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Last Sanctuary	DreamCatcher	●●◖	56
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
⑦ Driver 2	Infogrames	●●●●	40

Hey, Man, You Cuban?

Looking for the secret car in Havana? No problemo, señor. Drive to the tunnel on the city's west side. Before you go into the tunnel, take the exit to the left and follow the curved road until you literally hit a wall. At the one-third point of the street, turn right and you'll find a switch on your right near some trees. Get out of the car and hit the switch. A secret area will open up. Get back into your ride and drive back down the road you were just on. The gate will be open, so break on through to the other side. Drive to the end, take a right, and take a left. When you get all the way down, turn left and then right and then left again. Follow the tunnel to the end to find the secret car on a platform. You'll find the switch to the right of the platform on the wall.

Rio Is Better With Invincibility

Start facing the highway, then turn 180 degrees and go the other way. Take the third street on your right and pass the big lake. After the lake there'll be an intersection. Turn left and find a building with a garage and a normal door. You'll see a barbed-wire fence. Go to the building that's black with white windows. On the left side of this building find a door. Press Triangle at that door to enable the immunity cheat (there'll be no cops). To activate the cheat, choose Gameplay and then Secrets in the Options menu.

Game	Publisher	Score	Issue
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◖	54
Eternal Eyes	Crave	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21

REPLAY FORUM

ITALIAN JOB: PIZZA GUY

Hey all you *Italian Job* lovers out there, here's a trick to get a secret ride. Enter Free Ride mode and choose a car (preferably the Mini Cooper or a cop car), and go to Turin. Drive around and soon find a parking garage and you'll go into Destructor Mode. Knock over all the cones in time and a man will come down the ramp and tell you about a job. Follow the arrow to a pizza parlor to get the job. The owner says if you deliver his pizza's on time he will give you a new ride. You must deliver eight pizzas. You can go full speed the whole time except when delivering pizza number five. If you deliver the pizzas in time you will go back to the pizza parlor and will be given directions to your new ride which is a very, very small VW Bug. Enjoy!

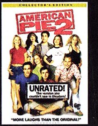
Luke Frazier
Hoobastanker13@aol.com

RED FACTION: FULL FUSION

My friend found a cool trick for the multiplayer games in *Red Faction* that will make your opponents run in terror. First find the Fusion rocket launcher (there is one in almost every arena). Once you have it, quickly run to a spot that you can easily find later. Then, pull out your Fusion rocket launcher and blow yourself up. Quickly re-spawn and run to where you killed your-

Cont. on pg. 212

DVD EGGS



American Pie 2 DVD

Here's your frickin' egg!

Who can resist *American Pie 2*? Apparently you can't, so slip in the disc and sweep over to the Bonus Materials. There yet?

- Go to the second page of bonus materials, which will make "Bonus Materials" at the top of the page selectable.
- Select it.

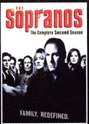
It'll play a quick clip with sexy Mena Suvari and Jason Biggs being ironic. Useless, but worth a watch.

Usual Suspects Special Edition DVD

Four photographs

This is one of those rare movies that you can say is perfect. At least it makes for a good argument. As for eggs, follow the dots:

- Stick in the disc on the second side.
- Highlight the logo at the main menu then press X. This will make a screen with a slather of photos appear.
- Highlight and select the photos in this order: Quartet, Guatemala, Big Woman, Broken Mug. You'll be privy to two clips of interviews.

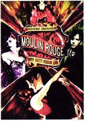


The Sopranos: The Complete Second Season DVD

Bada bing!

One of the best TV shows around, *The Sopranos* is *Grand Theft Auto III* without the controller. So when you're in the mood to watch someone "swim with the fishes," try this egg on for size:

- Put in Disc 4 and head to the Special Features menu.
- Push Up until an outline of one of those wholesome Bada Bing girls shows up in the lower right hand corner.
- Press X and bada bing! You'll be able to watch a short montage from your favorite HBO gangsters yucking it up.



Moulin Rouge: Special Edition DVD

Cause you can-can-can

This is one of the best movies going, and it's packed with eggs. There are 15 on the second disc. Here are three:

Zidler's Cancan

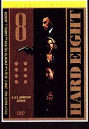
- Go to the second submenu.
- Highlight Back and press Right.
- When the fairy appears, press X.

You and Ewan

- Enter The Stars.
- Once the intro has ended, type in nine and 17 (might need to press X between the numbers).

Giggling Nicole

- Go to The Cutting Room.
- Highlight Main Menu.
- Press Left to make a red windmill appear.
- Press X.



Hard Eight DVD

Track change

Look, it's a slow month for eggs, alright. Here's a cult favorite from the guy who made *Boogie Nights* (it's actually better than the porn expose). Follow these steps:

- Fast forward to the ending credits and press Select to get to change the audio.

The song normally heard will be different. Cool.

If you have any extra fresh Easter Eggs, email us at opm@ziffdavis.com and mark your subject line DVD EGGS.

Game	Publisher	Score	Issue
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy IX	Square EA	●●●●●	39
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	Sony CEA	●●●●●	9
4 Gran Turismo 2	Sony CEA	●●●●●	29

One of the top games on the PSone deserves a few codes, right?

Arcade Tracking

Obtain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

FedEx Car

Enter the Gran Turismo League race events until reaching the Pacific League races. Then, enter the Midfield Raceway event to be awarded with an R*Nissan 300ZX GTS FedEx race car. Gets you there on time, every time. Except in the case of Cast Away.

Mark Martin's NASCAR #6 Ford Taurus

To obtain this car, you must first purchase a Ford Taurus and then perform the Racing modification.

Mo' Sports Land Track

Obtain all of the licenses, including the Super License, and the Motor Sports Land track will become available in Time Trial mode on the arcade disc.

Game	Publisher	Score	Issue
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
9 Gundam Battle Assault 2	Bandai	●●●●	62

Dork it up with these codes!

Unlocking new Mobile Suits

Zaku IIS

To unlock it in Street mode, beat Street Mode on Hard with Gundam RX-78. To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with the Zaku IIS.

Tallgeese III

Beat Street Mode on Hard with Gundam Deathscythe Hell Custom and Wing Gundam Zero Custom. To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with the Tallgeese III.

Master Gundam

To unlock it in Street Mode, beat Street Mode on Hard with Burning Gundam and Gundam Maxter. To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with the Master Gundam.

Acguy

To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with Gundam RX-78.

Ball

To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with Gundam RX-78.

Gundam Physalis (GP-02A

To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with Burning Gundam.

Bolt Gundam

To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with Gundam Maxter.

Zeong

To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with Zaku IIS.

Quin Mantha

To unlock it in Versus, Time Attack & Survival Modes, beat Street mode with Master Gundam.

Hygoog

To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with Wing Gundam Zero Custom.

Heavy Arms Custom

To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with Gundam Deathscythe Hell Custom.

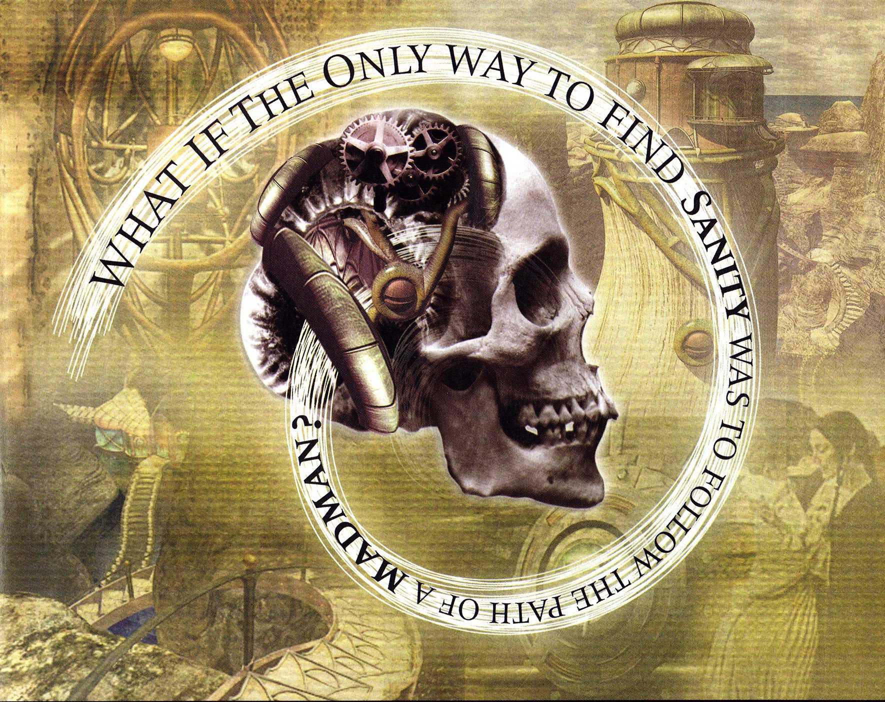
Full Armor ZZ Gundam

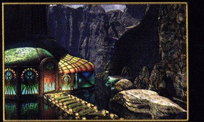
To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with Tallgeese III.

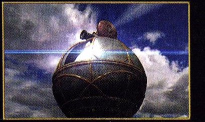
Hydra Gundam

To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with Tallgeese III.

Game	Publisher	Score	Issue
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◖	55
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◖	53
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int'l. Superstar Soccer '98	Konami	●●●●◖	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
The Italian Job	Rockstar	●●●●●	57
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26


WHAT IF THE ONLY WAY TO FIND SANITY WAS TO FOLLOW THE PATH OF A MADMAN?





For years, countless adventurers have delved deep into the spellbinding realms of MYST. Embark on a desperate hunt through the Ages for an embittered villain – whose vengeance threatens to eradicate an entire civilization.

MYST III EXILE

THE PERFECT PLACE TO PLAN REVENGE

EVERYONE
E
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

PlayStation 2

XBOX™

PRESTO STUDIOS

Ubi Soft
ENTERTAINMENT
www.ubi.com

Screenshots taken from XBOX. ©2002 Ubi Soft Entertainment S.A. All rights reserved. Myst is a registered trademark of Cyan, Inc. under license to Ubi Soft Entertainment S.A. Ubi Soft and the Ubi Soft logo are registered trademarks of Ubi Soft, Inc. The Presto Studios logo is a registered trademark of Presto Studio, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. Made in the USA.

NCAA 2003: DEFENSE!

College football season is underway and there are plenty of superpowers running roughshod over the has-beens. But that doesn't mean you've gotten any better at play calling. We decided to have NCAA expert Jeremy Watson (jeremy_w24@yahoo.com) break it down for you. Enjoy.

• Grading the Formations

3-4
Strengths: Spreads out your defense. Stops flats and sweeps. Covers middle of the field.
Weakness: No pass rush without blitzes. Runs up the middle. 3+ WR sets force LB to cover WR.
Report Card
Overall: C+
vs run (Big): C-
vs pass (Big): B+
Big: C
vs run (Normal): B-
vs pass (Normal): B-
Normal: B-
vs run (3+ WRs): B
vs pass (3+ WRs): D
3+ WRs: C

EA SPORTS
2ND AND 9
1ST 4:37
PLAY
13

4-3
Strengths: Stops up the middle runs and off-tackle plays. Normal sets allow one blitzer, but still covers wide receivers well.
Weakness: Flats and Option-type runs. 3+ WR sets are mucho trouble.
Report Card
Overall: B+
vs run (Big): B
vs pass (Big): A
Big: B+
vs run (Normal): A-
vs pass (Normal): A+
Normal: A
vs run (3+ WRs): A
vs pass (3+ WRs): D-
3+ WRs: C

Nickel
Strengths: 3 and 4 WR sets. Option plays if you blitz. Deep passes out of a Normal formation. Allows double of both WRs with good cover.
Weakness: Screens and Draws. 5 WR's can be a problem. Off-tackle plays.
Report Card
Overall: A-
vs run (Big): B-
vs pass (Big): B
Big: B-
vs run (Normal): B
vs pass (Normal): A
Normal: A-
vs run (3+ WRs): B-
vs pass (3+ WRs): A-
3+ WRs: A

Dime
Strengths: 4 and 5 WR sets. Deep passes out of a any formation. Allows double of both WRs while still covering the rest of the field.
Weakness: Draws and any run. Watch for the QB to take off if you have everyone covered. Watch the fifth WR if you are covering him with your SS.
Report Card
Overall: D+
vs run (Big): F
vs pass (Big): D+
Big: F
vs run (Normal): D-
vs pass (Normal): B-
Normal: C-
vs run (3+ WRs): C-
vs pass (3+ WRs): A+
3+ WRs: A-

4-4
Strengths: Shuts down most runs. Screens and Flats. Big formations.
Weakness: 3+ WR is deadly. Watch out if you opponent lines up a speedy TE. Play action. Gives up the deep ball if the QB has time.
Report Card
Overall: B-
vs run (Big): A-
vs pass (Big): B+
Big: A-
vs run (Normal): A
vs pass (Normal): C+
Normal: B
vs run (3+ WRs): A+
vs pass (3+ WRs): F
3+ WRs: C-

5-2
Strengths: Up the middle runs. Passes out of the Big formation.
Weakness: Screens and Flats. Sweeps and Option plays. 3+ WR sets are also a problem. Watch out for the deep ball.
Report Card
Overall: C
vs run (Big): B
vs pass (Big): B+
Big: B
vs run (Normal): C-
vs pass (Normal): C
Normal: C
vs run (3+ WRs): B
vs pass (3+ WRs): D-
3+ WRs: C-

Goalline
Strengths: Up the middle runs. Passes out of the Big formation. Off tackle plays.
Weakness: 3+ WRs is death. If your defense in pinched down Sweeps and Option plays. If the QB has time Play action.
Report Card
Overall: B-
vs run (Big): A+
vs pass (Big): A
Big: A+
vs run (Normal): A+
vs pass (Normal): B
Normal: B+
vs run (3+ WRs): A+
vs pass (3+ WRs): F
3+ WRs: D

Game	Publisher	Score	Issue
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Kickboxing	Agetec	●	58
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adventure	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Largo Winch .// Commando Sar	Ubi Soft	◖	57
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
Lilo & Stitch	Sony CEA	●●●◖	59
The Lion King: Simba's Mighty Adventure	Activision	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
Martian Gothic: Unification	Take 2	●●●◖	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◖	18
Marvel vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black– The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39

REPLAY FORUM

self. Pick up the Fusion rocket launcher on the ground and it will now have four shells instead of the usual one shell.

Brian Wyler
bigcheeseps2@yahoo.com

FINAL FANTASY X: EASY AP
By using the method below you can get nearly 99 levels in just one fight.
1. Select the character you want to level up. You need to equip him/her with a weapon that has the following abilities: Triple Ap, Triple Overdirve and Overdrive-Ap. You can win items with at least one of these abilities already attached to them in the Arena, west from Calm Lands. That same character must also learn the Comrade Overdrive mode, you'll obtain this one by letting enemies attack your allies.
2. Go to the sunken cave located halfway between Mt. Gagazat and the Calms lands, once there capture at least one specimen from each kind of fiend inside the cave. Once you're finished with that return to the Arena, a new Area Conquest monster should be available (Don Tonberry).
3. Before fighting Don Tonberry equip the character you want to level up with the special weapon you made for him/her in step one and set his/her Overdrive mode to Comrade. He/she will act as the

Cont. on pg. 217

COLLECT THEM ALL

Order *OPM* Back Issues or Demo Discs Today! To order, simply send your order form indicating which issues you would like to: **Official U.S. PlayStation Magazine Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338.** All requests must be paid for by check or money order ONLY, made payable to Ziff Davis Media (Please do not send cash.) The cost for each issue is as indicated on the order form PLUS shipping and handling. Shipping and handling charges for each magazine are as follows: $3 U.S., $3 Canadian and $5 foreign. **All payments MUST be in U.S. funds.** Prices and availability subject to change without notice. (Note: Issue 17/February 1999 is completely **SOLD OUT**.)

☐ Issue 52-**January 2002**-$10

PlayStation
JAK & DAXTER
The Precursor Legacy
FINAL FANTASY X
TONS OF TRICKS!

Jak and Daxter

PS2 Demo Disc playables: Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip *Video previews:* Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002

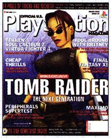
☐ Issue 53-**February 2002**-$10

PlayStation
TIMESPLITTERS 2 EXCLUSIVE
TRIPPIEST GAME EVER
STATE OF EMERGENCY
FINAL FANTASY X
24 PS2 REVIEWS
FINAL FANTASY XI
TRICKS & TIPS!

Final Fantasy X

PS2 Demo Disc playables: Okage: Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot: The Wrath of Cortex
Video previews: Batman: Vengeance, Splashdown, Tony Hawk's Pro Skater 3

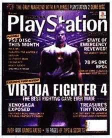
☐ Issue 54-**March 2002**-$10


PlayStation
TEKKEN 4
SOUL CALIBUR 2
VIRTUA FIGHTER 4
CHEAP THRILLS
TOMB RAIDER
THE NEXT GENERATION
PERIPHERALS SUPERTEST
MAXIMO

Tomb Raider: TNG

PS one Demo Disc playables: Sheep Raider, Monsters, Inc., Twisted Metal: Small Brawl, Scooby-Doo and the Cyber Chase, E.T.
Video previews: Batman: Vengeance, Tony Hawk's Pro Skater 3, Jak and Daxter

☐ Issue 55-**April 2002**-$10


PlayStation
STATE OF EMERGENCY REVIEWED!
VIRTUA FIGHTER 4
THE BEST FIGHTING GAME EVER MADE
XENOSAGA EXPOSED
TREASURE'S TINY TOONS
OVER 900 GAMES RATED • 16 PAGES OF TIPS & SECRETS

Virtua Fighter 4

PS2 Demo Disc playables: Maximo, Soul Reaver2, PaRappa the Rapper 2, Frequency, Gitaroo Man, Airblade
Video previews: Virtua Fighter 4, Grand Theft Auto III, Smuggler's Run 2, Herdy Gerdy

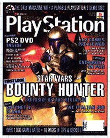
☐ Issue 56-**May 2002**-$10

PlayStation
SPIDER-MAN
AERIS IS ALIVE AND WELL
READER AWARDS

Spider-Man

PS2 Demo Disc playables: Hot Shots Golf 3, Rez, Jak and Daxter, Baldur's Gate, SSX Tricky
Video previews: Spider-Man, Barbarians, Jak and Daxter

☐ Issue 57-**June 2002**-$10


PlayStation
STAR WARS
BOUNTY HUNTER
THE ITALIAN JOB
OVER 1,000 GAMES RATED • 16 PAGES OF TIPS & SECRETS

Star Wars

PS2 Demo Disc playables: Medal of Honor: Frontline, Fatal Frame, Herdy Gerdy, Mad Maestro!, Pirates: The Legend of Black Kat *Video previews:* Delta Force Urban Warfare, Scooby-Doo, Stuntmaner's Stone, NBA ShootOut 2002

☐ Issue 58-**July 2002**-$10

PLAYABLE PLAYSTATION 2 DVD INSIDE!
PlayStation
EVERQUEST and THE PS2 ONLINE
EVERY ONLINE GAME REVEALED!
1,000 REVIEWS • 16 PAGES OF TIPS

PS2 Online

PS2 Demo Disc playables: Mister Mosquito, Aggressive Inline, Knockout Kings 2002, Tiger Woods PGA Tour 2002, Fireblade, Star Wars Jedi Starfighter *Video previews:* Mark of Kri, Woody Woodpecker, Gravity Games

☐ Issue 59-**August 2002**-$10

EXCLUSIVE! PS2 DEMO DVD INSIDE!
PlayStation
GTA VICE CITY
SLY COOPER
AND THE THIEVIUS RACCOONUS
METAL GEAR SOLID 2: SUBSTANCE
CLASSIC GAMES REMADE
1,000+ RATINGS • 16 PAGES OF TIPS

Sly Cooper

PS2 Demo Disc playables: Street Hoops, UFC: Throwdown, Taz: Wanted, Freekstyle, Sled Storm, Stuntman, Britney's Dance Beat
Video previews: Mat Hoffman 2, Dragon's Lair 3D, Kingdom Hearts, Test Drive

☐ Issue 60-**September 2002**-$10

EXCLUSIVE! PS2 DEMO DVD INSIDE!
PlayStation
SOCOM
U.S. NAVY SEALS
TEKKEN 4
TONY HAWK'S PRO SKATER 4
FOOTBALL ROUND-UP
1,000+ RATINGS • 16 PAGES OF TIPS

S.O.C.O.M: U.S. NAVY SEALS

PS2 Demo Disc playables: TimeSplitters 2, X-Men: Next Dimension, Hot Shots Golf 3, The Mark of Kri, Frequency, Medal of Honor: Frontline *Video previews:* Need For Speed: Hot Pursuit 2, Sly Cooper and the Thievius Raccoonus and more

☐ Issue 61-**October 2002**-$10

EXCLUSIVE! PS2 DEMO DVD INSIDE!
PlayStation
KINGDOM HEARTS
GTA VICE CITY REVEALED!
7 PLAYABLE PS2 DEMOS
GETTING ONLINE MADE EASY
HAWK & HOFFMAN
1,148 RATINGS • 16 PAGES OF TIPS

Kingdom Hearts

PS2 Demo Disc playables: Need for Speed: Hot Pursuit 2, Summoner 2, Spyro: Enter the Dragonfly, Downforce, Drakan: The Ancients' Gates, The Mark of Kri *Video previews:* Treasure Planet, Kelly Slater, Superman, Kingdom Hearts

Check the Issues You Want

☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16 ☐ 18 ☐ 19 ☐ 20 ☐ 21 ☐ 22 ☐ 23 ☐ 24 ☐ 25 ☐ 26
☐ 27 ☐ 28 ☐ 29 ☐ 30 ☐ 31 ☐ 32 ☐ 33 ☐ 34 ☐ 35 ☐ 36 ☐ 37 ☐ 38 ☐ 39 ☐ 40 ☐ 41 ☐ 42 ☐ 43 ☐ 44 ☐ 45 ☐ 46 ☐ 47 ☐ 48 ☐ 49 ☐ 50 ☐ 51

Issue 1 – October 1997 $15
Final Fantasy VII Strategy
Demo Disc playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force

Issue 2 – November 1997 $10
Bushido Blade Strategy
Demo Disc playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars

Issue 3 – December 1997 $10
Cool Boarders Strategy
Demo Disc playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4

Issue 4 – January 1998 $10
Tomb Raider II Strategy
Demo Disc playables: NFL GameDay 98, CART World Series, Frogger

Issue 5 – February 1998 $10
Alundra Strategy
Demo Disc playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

Issue 6– disc only $7.99
Demo Disc playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: Alundra, NBA ShootOut 98, Saga Frontier, Mega Man Neo

Issue 7 – April 1998 $10
Resident Evil 2 Strategy
Demo Disc playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

Issue 8 – May 1998 $10
Tekken 3 Strategy
Demo Disc playables: Einhänder, Gex: Enter the Gecko, Klonoa

Issue 9 – June 1998 $15
Tekken 3 Strategy
Demo Disc playables: Cardinal SYN, Vigilante 8, Forsaken, N20, TOCA, Dead or Alive

Issue 10 – disc only $7.99
Demo Disc playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer *non-playables:* NFL Xtreme, MLB 99, Tekken 3

Issue 11 – August 1998 $15
Vigilante 8 Strategy
Demo Disc playables: Tekken 3, Turbo Prop Racing

Issue 12 – September 1998 $10
Elemental Gearbolt Strategy
Demo Disc playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

Issue 13 – October 1998 $10
Spyro the Dragon
Demo Disc playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

Issue 14 – disc only $7.99
Demo Disc playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance
non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

Issue 15 – December 1998 $10
Crash Bandicoot Strategy
Demo Disc playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

Issue 16 – January 1999 $10
Tomb Raider III Strategy
Demo Disc playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

Issue 17 SOLD OUT

Issue 18 – March 1999 $10
Syphon Filter Strategy
Demo Disc playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

Issue 19 – April 1999 $10
Silent Hill Strategy
Demo Disc playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

Issue 20 – May 1999 $10
Legend of Legaia Strategy
Demo Disc playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

Issue 21 – June 1999 $10
Gex 3 Strategy
Demo Disc playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

Issue 22 – July 1999 $10
Street Fighter Alpha 3 Strategy
Demo Disc playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

Issue 23 – August 1999 $10
Ape Escape Strategy
Demo Disc playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

Issue 24 – September 1999 $10
Jade Cocoon Strategy
Demo Disc playables: Um Jammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing

Issue 25 – October 1999 $10
Final Fantasy VIII Strategy
Demo Disc playables: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

Issue 26 – November 1999 $10
Crash Team Racing Strategy
Demo Disc playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

Issue 27 – December 1999 $10
Dino Crisis Strategy
Demo Disc playables: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

Issue 28 – January 2000 $10
Resident Evil 3: Nemesis Strategy
Demo Disc playables:
Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

Issue 29 – February 2000 $10
Medal of Honor Strategy
Demo Disc playables: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

Issue 30 – March 2000 $10
GT2 Strategy
Demo Disc playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

Issue 31 – April 2000 $10
Saga Frontier 2 Strategy
Demo Disc playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

Issue 32 – May 2000 $10
Syphon Filter 2 Strategy
Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

Issue 33 – June 2000 $10
Fear Effect Strategy
Demo Disc playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

Issue 34 – July 2000 $10
Tony Hawk's Pro Skater
Demo Disc playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

Issue 35 – August 2000 $10
Who Wants to Be a Millionaire
Demo Disc playables:
Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

Issue 36 – September 2000 $10
Soul Reaver 2
Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

Issue 37 – October 2000 $10
Star Wars
Demo Disc playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

Issue 38 – November 2000 $10
PS2 Revealed
Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

Issue 39 – December 2000 $10
Crash Bash
Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

Issue 40 – January 2001 $10
Gran Turismo 3
Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

Issue 41 – February 2001 $10
Z.O.E.
Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

Issue 42 – March 2001 $10
EA Sports Big
Demo Disc playables:
CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

Issue 43 – April 2001 $10
Twisted Metal: Black
Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

Issue 44 – May 2001 $10
MoH: Frontline
Demo Disc playables: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

Issue 45 – June 2001 $10
Dark Cloud
Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

Issue 46 – July 2001 $10
Tomb Raider
Demo Disc playables: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

Issue 47 – August 2001 $10
Final Fantasy
Demo Disc playables: Final Fantasy VIII *Video previews:* Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer

Issue 48 – September 2001 $10
Ico
Demo Disc playables: Mat Hoffman's Pro BMX
Video previews: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

Issue 49 – October 2001 $10
Silent Hill 2
Demo Disc playables: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

Issue 50 – November 2001 $10
Grand Theft Auto III
Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3 *Video previews:* Dragon Warrior VII, Syphon Filter 3

Issue 51 – December 2001 $10
Metal Gear Solid 2
Demo Disc playables: NBA Street, Kinetica, Extermination, Gallop Racer 2001 *Video previews:* Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

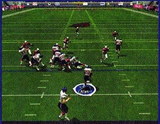
NFL 2K3: OPENING DAY TIPS

If you're going to dominate at NFL 2K3, you might need some help

Catch it all in stride

Stay tight to the man...

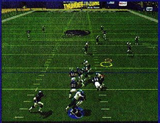
...or he's going to have an easy time catching the ball



Hand off the ball

Ready your special move

Getting sacked stinks



Get rid of the ball!

PRESEASON PLUS

Be sure to go through the rigors of your preseason schedule. Getting the guys some work can result in significant rating gains. Who wouldn't want Drew Brees at an 82 instead of a 77? Focus on getting a role player some decent stats and see what happens. We've had some great results with that.

SLIP-SLIDING AWAY

Here's a little known fact about the sliders used to tweak *NFL 2K3*'s gameplay: Most people assume that if they want better catching, they turn the catch slider to the right. Wrong. Moving sliders to the right make that particular skill harder. Thus, if you're concerned with the amount of dropped passes, move that thing to the left.

RUN WITH IT

NFL 2K3 has one of the most realistic run games ever seen. The chaos, violence and mayhem of real football is depicted artfully with each play. Bodies twist and fly, holes open and close, and people come out of nowhere to shut you down, or to make the block that springs you. Keeping this in mind, it's no wonder a lot of people are finding *2K3*'s running game hard. It's not a given that you'll get 100 yards just because you carry the pill 20 times. You have to earn it. Here are some simple tips that'll have you churning out bigger chunks of yardage on a more consistent basis.

- Don't speed burst right away. In fact, don't use it at all until you're really through the line or not being pursued. Speed burst is a love scent for opposing tacklers. They smell it and track you down—quickly. Hunt to the line with patience and purpose before going for the speed and you'll be much better off.
- Some of the better special moves don't even require you to charge your arrow. By pressing the right and left triggers simultaneously, you get a surge that increases your chance of breaking tackles. It also almost always guarantees that you'll have forward momentum when being tackled, which can add a yard or two to every run.
- Charge your icon (when in the clear) by pressing X, and your player will get an enhanced speed burst while lowering his head to protect the ball. Do this with bigger backs and you will typically run over one or two guys and possibly even give a joyride to a couple more.

DON'T DROP IT

Passing is one of the more exciting parts of *NFL 2K3*, but wide receivers dropping the ball with regularity is a quick turn off. Don't get discouraged. Here's a quick primer on how to up that completion rate and get your receivers in synch with the program.

- First off, look for your primary (highlighted in the playcall) receiver at the line. What's the matchup? Can he beat his man? Analyze the situation at hand and be ready to know where else to go if he's covered.
- Before you throw, get the QB's feet set and planted; very few NFL quarterbacks throw with much accuracy when firing off their back foot. Even fewer can wing it while on the run. Unless you're Donovan McNabb, try to stay in the pocket and step into the pass.
- This might seem too hardcore but *2K3* actually thrives on you playing real football. That even goes for the amount of steps you take with your quarterback's drop. Here's how you can tell what drops go for what plays. If an offensive play begins with:

50: The QB should take a five- to seven-yard drop.

90: Quick three-step drop and get rid of it.

100: Play-action pass. QB will fake the handoff, hopefully freezing the D and buying some time.

200: QB will roll out toward a particular side of the field, usually a "flood" side with plenty of receivers.

How you execute these drops and reading the D is crucial to your success. If you don't fire quickly on plays designed for three step drops, receivers are not prepared to catch the ball, if that makes sense. If you're gunning the ball right away on the five to seven yard drops the wideouts will be like, "You weren't supposed to do that yet."

GET SOME SACKS

Recording sacks in this game is a monumental task. It's rare that CPU quarterbacks hold the ball too long and even when they do, they rarely take the hit that should be coming to them. Here's a few pointers to help you get in the QB's mug a little more often.

- Control a DL and hold X prior to the snap. This will charge your guy up and make for some extra potent special moves. Accomplish those by holding L1 or R1 and tapping face buttons on the PS2 pad.
- Timing is key. Charge in right after the snap and just before making contact with the OL, engage one of the special moves. Follow-up with another and you'll most likely be en route to the QB.
- Work stunts to your advantage. Dive inside other DL or rip outside the offensive tackles. A varied approach will pay dividends.

LIKE A GLOVE

Since covering receivers isn't explained in the manual, here's a guide to the stick movements required for your CB hot routes. Thanks to Kruza on Operation Sports forum for this info.

BUMP/PRESS COVERAGE ["T"]

- CBs are lined up 1 yard away from line of scrimmage.
- CBs in this coverage have the option of playing "off" (1-11 yards away from LOS).
- CBs can be moved to cover outside of WR, but cannot be moved to cover inside of WR.

TIGHT BUMP/PRESS COVERAGE [UPSIDE-DOWN "T"]

- CBs are initially lined up 1 yard away from LOS.
- CBs in this coverage don't have the option of playing "off" WR (cannot be moved from LOS).
- CBs can be moved to cover inside of WR, but cannot be moved to cover outside of WR.

MAN COVERAGE [LINE POINTING UPWARD]

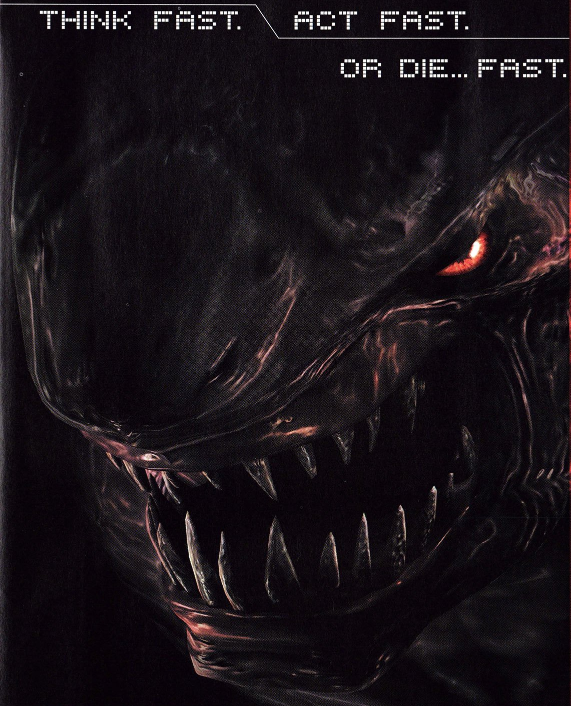
- CBs are initially lined up 5 yards away from LOS.
- CBs in this coverage have the option of playing "off" WR (5-14 yards away from LOS).
- CBs can be moved to cover outside of WR, but cannot be moved to cover inside of WR.

TIGHT MAN COVERAGE [LINE POINTING DOWN]

- CBs are initially 1 yard away from LOS.
- CBs in this coverage have the option of playing slightly "off" WR (1-4 yards away from LOS).
- CBs can be moved to cover inside of WR, but cannot be moved to cover outside of WR

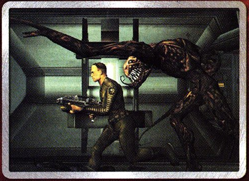
Zone coverage [line attached to circle].

- Starting CBs are initially lined up 4 yards away from LOS.
- Nickel and/or dime backs are initially lined up about 6 yards away from LOS.
- CBs that are not lined up in front of WR or are assigned to blitz instead of cover cannot be moved at all.
- CBs can be moved outside WR, but not inside WR.
- CBs can be moved up to 4 yards away from LOS (4-8 yards for starting CBs; 6-10 yards for nickel and/or dime backs).


THINK FAST. ACT FAST.
OR DIE... FAST.

Your pulse pounds in your temples. Your crewmembers lie dead or dying around you. All you know for sure about the alien invaders is that you're next on their hit list. Time is running out. So is your life.

Fight an alien takeover as an exiled military hero in an intense sci-fi action-horror adventure.



Struggle to outthink, outrun and outgun intelligent foes who learn from your behavior and adapt to it.

Get the feeling of living a movie—from the edge-of-your-seat tension to the voice talent of top actors.

RLH
RUN LIKE HELL™
HUNT OR BE HUNTED

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence
Strong Language

DIGITAL DM MAYHEM

Interplay™

PlayStation®2

RLH Run Like Hell™ © 2002 Interplay Entertainment Corp. All Rights Reserved. RLH Run Like Hell,™ the RLH logo, Digital Mayhem, the Digital Mayhem logo, Interplay, and the Interplay logo are trademarks of Interplay Entertainment Corp. All Rights Reserved. Licensed for play on the PlayStation®2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

TEKKEN 4: KICK SOME CAN

Part one of our Tekken blowout starts with some defining moves by stud characters

Jin goes JinJin with a left-right combo

54
KAZUYA
KAZUYA
Kaz blasts off

51
YOSHIMITSU
WIN: 1
Yoshi kicks hard

50
PAUL
PAUL
Paul's ballet

54
YOSHIMITSU
KAZUYA
WINS:2
Then Yoshi punches hard

JIN

Needle Shrine Scraper Just Frame

⇔+△□:⇩△

Initially, mastering the Just Frame execution of the Needle Shrine Scraper should be paramount for any Jin player. Noticeable by the small blue spark just before impact, this move produces a high-speed launching unblockable attack. To execute this attack, release the △ between frames 25 through 27.

The advantages here are obvious: When the first hit of the series connects, it combos into the unblockable lift. Furthermore, even when the first two hits are blocked, it is very difficult to escape the final lifting attack. In fact, if the opponent has a wall on their right side, even if they do block the first two hits, the lifting unblockable is guaranteed.

Combos:
Simplicity:
⇔△□: ⇩△, △□✕, dash in, ⇩○
Style and damage:
⇔△□:⇩△, △□, □✕✕, dash in, ⇩○

Pressure

Pressuring your opponent is a solid way to force mistakes. Once you learn to read those mistakes, punish them with the Needle Shrine Scraper. The following attacks all impact within 10 frames and give Jin an advantage when blocked: □△✕, □✕✕, and △□. There are a variety of ways an opponent may respond to pressure, in most cases it will be to jab their way out of it. Since Jin is at an advantage, △○ will beat most jabs. However, if it fails, use his parry; ⇦△+○, and then combo with △○.

KAZUYA

Demon God Fist (While Rising △)

Jabs are the single most common pressure tool in *Tekken*. As such, removal of this tool can entirely crush some players. With easy life-draining combos, Kazuya's Demon God Fist is the perfect tool to punish jab-happy players. Anticipate the jab, crouch, and then cut this monster loose, when it connects follow with these combos:

Combos:
Simplicity:
WR△, ⬂△, ✕□, ⬂□△
Style and damage:
WR△, ⇨□△, ⇨★⇩⬂□✕

Crouch Dash Mix-ups

All Mishima characters are reliant on mix-ups from their crouch dash (⇨★⇩⬂). Pressing △ during a crouch dash produces the combo initiating Rising Uppercut, while pressing ○○ produces the Hell Sweeps. Blending these and the occasional Dragon Uppercut should force your opponent to hesitate. Use crouch dash cancel (⇨★⇩⬂★⇨) with Kazuya's throws to force them into recklessly throwing out jabs.

Wall Push (⇨□+✕)

If you master crouch dashing toward your opponent, you will inevitably force them into a wall. Using the position change system to push your opponent into a wall opens a new breed of combo; a breed that Kazuya excels in.

Combos:
Close Wall Push, □□△, ⇦△, ⇩○
Close Wall Push, □□△, ⇨★⇩⬂□✕
Far Wall Push, ⇨△, ⇨★⇩⬂ □✕

PAUL

Falling Leaf Combo (⇩○△□+△)

Without question, Paul has one of the finest jabs in *Tekken 4*. Not only does it yield a positive advantage on hit, it also garners advantage when blocked. Spacing is essential for Paul, it provides range for his dreaded Deathfist (⇩⬂⇨△) or Stomping Pedal (Side Step ✕). However, at his core Paul has been and always will be a character focused on powerful Low/Mid mix-ups. The Deathfist is one element, while the Falling Leaf is the other. Traditionally, mix-ups that come with power also come with risk, yet the Just Frame version of the Falling Leaf breaks this rule. Not only does the Just Frame version make this attack completely safe, it also forces the opponent out into Paul's ideal range. Spend at least a week straight mastering this; the fruits of your labor will pay off with an invincible Paul.

Wall Push

With his strong jab game and the venerable Falling Leaf Just Frame, Paul can manhandle his opponents across the ring at will. Doing so produces more opportunities for wall push based combos. The fundamental wall push combo is as follows:
Wall Push, ⇩□+△, ⇨□+△, ⇩□, ⇩□

From here you can continue to land ⇩□ if they are stuck in a corner. In fact, depending on the terrain, this can produce an infinite combo. Realistically, the combo is as listed and nothing more is guaranteed. However, after this combo the opponent is forced to rise next to Paul and then guess between a Falling Leaf Just Frame or a Deathfist, either of which can produce a brutal wall stun combo.

CHRISTIE

At the higher levels, Christie is all about spacing with safe mix-ups to control the pace of the fight. However, before one reaches that level they need to first delve into the core combos and punishing tools the character has to offer.

Combos:
✕○, Relaxed Position
□○○✕+○

This is easily the most damage combo from a low attack. Christie does not need to hit the initial sweep deep for this combo to connect.

✕✕, Relax Position △, □△○○

Once again, massive damage, but this time from a deceptive mid launcher that looks like Christie is going low.

WS△ (counter hit), ⬀✕+○, □△○○

To shut down the previously listed combos, most players are going to pressure Christie and stay in her face. This combo can sneak under jabs, and, on counter hit, deals massive damage.

YOSHIMITSU

Yoshimitsu is a character driven by finesse and pure skill and most importantly, a character who's true potential is only realized in the hands of a seasoned expert. Overall, focus on his jabs for pressure, Uppercut (⬂△) for combos, and stay in constant motion while you learn the basics.

Stealing!

The Yoshimitsu Flash (⇦□+○) used to be an end-all high damage counter tool. However, in *Tekken 4* it no longer does damage, but instead, possesses the unique ability to learn the move it countered. While Yoshimitsu cannot learn every single move from every single character, he can still pull a myriad of the most lethal attacks into his own arsenal. Ultimately, stealing moves is mere showmanship, however there are a wealth of combos otherwise unavailable.

Combos:
Far wall push, Stolen Kazuya Demon God Fist, ⇨△, ⇦□, △+○
Stolen Steve Stun Gun, ⇨⇨ □+○
Sword Spin (⇦⇦□★□)

In the past, the unblockable Sword Spin has been relegated to a handful of carefully planned set-ups. With the inclusion of walls in *Tekken 4*, it is possible to trap your opponents with this attack, not only using as a shield but also as a combo tool. Each time you drive your opponent into a wall with a ⇦□ based combo, have them eat a Sword Spin.

56
CHRISTIE
CHRISTIE
Christie's flexible-like

What's your best *Tekken* tactic? Write us at opm@ziffdavis.com and title the e-mail Can of Tekken Whoop-Ass.

Game	Publisher	Score	Issue
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
10 MLB 2003	Sony CEA	●●●●	60

Super player

Enter Scott Murray as a player name at the player creation screen. He can hit 606 ft. homeruns.

Enter Kelly Flock as a player name at the player creation screen. He will hit a humerun every time you hit it with power.

Better curve ball

Hold Triangle while the pitcher is throwing the ball and it will drop farther.

Easy hits

When your opponent pitches the ball, hold Down and swing. You will get on base safely 90% of the time.

Easy steals

When you steal second base, go about halfway to the base (or before the catcher throws), then turn back so the catcher throws to first base. Press Square immediately after he begins to throw. Do the same when going to third base. You will be safe about 70 percent of the time to second base and 80 percent to third base.

Recommended team

Go to "Trade Player." Then, trade your starting pitchers for Randy Johnson, Pedro Martinez, Curt Schilling, Greg Maddux and Tom Glavine. Keep most of the relievers and trade one for John Rocker. Then, trade the closer for Rod Beck or Antonio Alfonseca. Trade the infield for 1B Mark McGwire, 2B Roberto Alomar, SS Derek Jeter, 3B Chipper Jones. Trade the Catcher for Ivan Rodriguez, DH for Matt Stairs, and OF for Sammy Sosa, Ken Griffey Jr., and Barry Bonds.

Game	Publisher	Score	Issue
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2	●	48
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◖	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N.GEN Racing	Infogrames	●●◖	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◖	53
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA ShootOut 2002	Sony CEA	●●●◖	50
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Studios	●●◖	37
NFL GameDay 2002	Sony CEA	●●	49
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
NHL 98	EA Sports	●●●●	2
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
Omega Boost	Sony CEA	●●●●	25
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◖	50
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
Panzer Front	Agetec	●●●◖	51

REPLAY FORUM

party healer for this fight so make sure you have enough Phoenix Downs with you. The two other characters in your party should equip their strongest weapons and armor (Celestials weapons recommended).

4. Start the fight against Don Tonberry, cast Haste on your healer and keep attacking Tonberry with your other two characters. Tonberry never attacks until he's close enough to you to use his Chef Knife, but everytime you attack him he will counter with Karma. The more enemies a character has killed, the more damage this attack will inflict, so it's very likely that your fighters will go down with one hit from Karma, just use your healer to revive them. By the end of the fight (if you didn't summon Aeons) your healer will obtain an massive amount of Ap (50 plus levels depending on how much damaged your fighters received).

- To attach Triple Overdrive to a weapon you need 30 Winning Formulas.
- To attach Triple Ap to a weapon you need 30 Wings of Discovery.
- To attach Overdrive-Ap to a weapon you need 10 Doors to Tomorrow.

Efrén Chavez Ochoa
weaponstorm@hotmail.com

FINAL FANTASY X: REVISIONS

In the August issue (60) you

Cont. on pg. 219

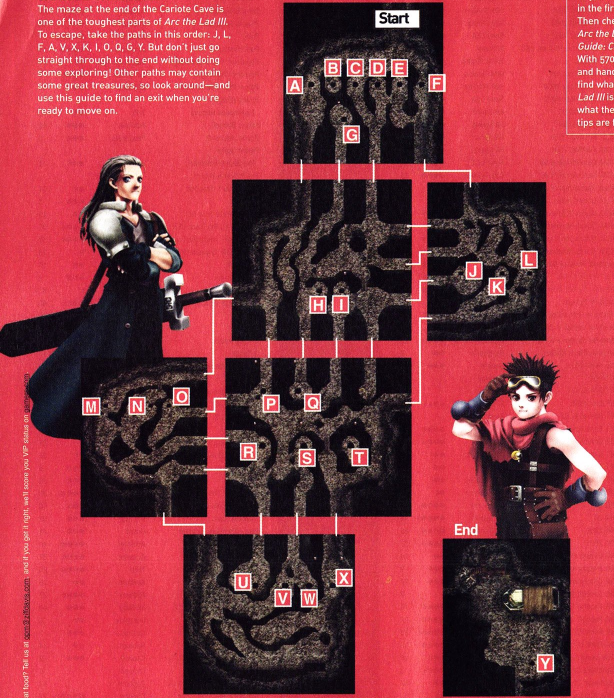
Game	Publisher	Score	Issue
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	52
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Adv.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Play Sports Trivia	Ubi Soft	●●	58
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls: Chemical X-Traction	Bam!	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◖	37
Pro Pinball: Fantastic Journey	Empire	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◖	43
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Rayman Rush	Ubi Soft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power			

ARC THE LAD COLLECTION

Even more helpful hints from Working Designs—this time for Arc the Lad III

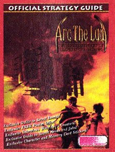
THE DREADED CARIOTE CAVE MAZE

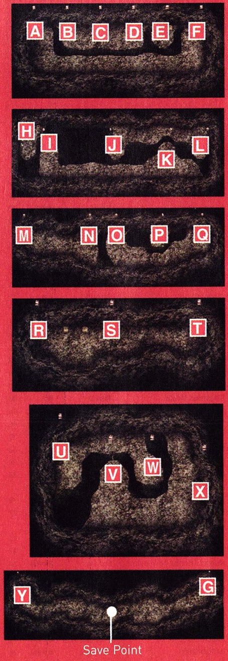
The maze at the end of the Cariote Cave is one of the toughest parts of *Arc the Lad III*. To escape, take the paths in this order: J, L, F, A, V, X, K, I, O, Q, G, Y. But don't just go straight through to the end without doing some exploring! Other paths may contain some great treasures, so look around—and use this guide to find an exit when you're ready to move on.



BIG HELP

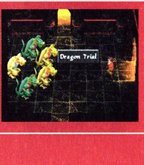
Hey, kids—still stuck anywhere in the first two *Arc the Lad* titles? Then check out Working Designs' *Arc the Lad Official Strategy Guide: Chapters One and Two*. With 570 pages of helpful hints and handy tips, you're sure to find whatever you need. *Arc the Lad III* isn't covered, but that's what these exclusive maps and tips are for!





NAVIGATING THE SKY CASTLE

The final area in *Arc the Lad III*, the Sky Castle, is filled with brain-twisting mazes. Near the beginning, you'll encounter themed monster rooms that will repeat if you go the wrong way. The first room will be the Feral Trial. From there, go right, up, left, up (there's a save point here), up, right, right, down, and finally right to escape.



Later in the Sky Castle, Alec and company will encounter a series of rooms with three doors on the north end. If they choose the wrong one, they'll end up once again going in an infinite loop and have to fight the battles again. The correct way to go is to take the doors in this order: left, left, right, left and center.

Which of OPM's editors' breath smells like cat food? Tell us at opm@ziffdavis.com and if you get it right, we'll score you VIP status on gamers.com

Game	Publisher	Score	Issue
Team Rocket Rescue	THQ	●◖	51
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adv.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◖	54
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Skydiving Extreme	Banpresto	●◖	49
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Snowboarding	Agetec	●●	43
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◖	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
③ **Spider-Man**	**Activision**	●●●●●	**37**

Try these codes on for size. They're web-tastic!

Join the Marines, the sub-marines

The Sub-Mariner is the last guy in the character viewer. To get him in there, do this:

- Enter "What If? Mode" code (GBHSRSPM).
- Reach "Spidey vs. Carnage!" level.
- You'll be able to see Tthe Sub-Mariner peeking in through one of the windows, outside of the boss area.
- Be sure to see him in full view to add him to the character viewer.

Alternate Daily Bugle Scene

Here's something you might not expect from the team at Neversoft:

Game	Publisher	Score	Issue
Spider-Man 2 Enter: Electro	Activision	●●●◖	50
Spin Jam	Take 2	●◖	38
⑤ **SpongeBob SquarePants**	**THQ**	●●	**51**

We've been begging for codes for this game for ages, and while many have submitted, the inimitable Patrick Wilson can be thanked (Otaku@cinci.rr.com).

Level Passwords:

1 BGNR	8 XNAD	15 HGCD
2 CLMB	9 HPJQ	16 CNXK
3 KVNF	10 QHDG	17 LKKV
4 WKGA	11 WFXM	18 PVHS
5 DFVJ	12 MNTL	19 JAST
6 NGPS	13 QGAV	End WMBT
7 WMCV	14 LXHK	

Game	Publisher	Score	Issue
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
⑧ **Spyro the Dragon**	**Sony CEA**	●●●●	**13**

We'll be the first to admit that these cheats aren't necessarily the cream of the proverbial dragon scale. But they'll do.

2D Spyro

To turn Spyro into a second-dimensional dragon, enter the following code while at the Pause menu:

Left, Right, Left, Right, L1, R1, L1, R1, Square, Circle.

To turn him back to normal, re-enter the code.

99 Lives

Enter the following code at the Pause menu to gain 99 lives:

R2, L2, R2, L2, Up, Up, Up, Up, Circle.

Game	Publisher	Score	Issue
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
⑥ **Stuart Little 2**	**Sony CEA**	●●◖	**60**

No shortage of Stuart Little's here

To get infinite mice, pause game play, then hold L1 and press Circle, Circle, Triangle.

Game	Publisher	Score	Issue
Suikoden II	Konami	●●●●	26
Super Shot Soccer	Tecmo	●●●◖	61
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3

REPLAY FORUM

talked about Yevon's Curse. It mentions using mental break to lower the effectiveness of Yu Yevon's healing, but I discovered a way to beat it in two moves. First use the ability Zombie Attack, which you should at least have with Auron and then either cast Life on him or use a full healing item (i.e. Phoenix Down or X-Potion). This should cause instant death. But if you want to toy with him you can always attack after using Zombie Attack, and when it attempts to heal itself it will do damage instead.

Dan Higgins
Kahigg@wmconnect.com

DARK CLOUD: POTATO CAKES!

I found a secret in *Dark Cloud*. Grab some potato cake and head to the oasis in Muska Racka. When you start fishing, look for a really *huge* fish. If it doesn't appear at first, exit and re-enter fishing mode until it does. When you catch this fish (who's name is Baron Garayam) you get 700 fishing points! Plus, when you try to guess the trap on a treasure chest, Baron will show you which one!

Jeremiah Lindelof
e-mail withheld

GRAND THEFT AUTO III: DECOY

I am looking for help on the mission given to you by Donald Love called Decoy. This is the mission in which you have to lead the police away from a warehouse with six stars for three minutes and help

Cont. on pg. 220

Game	Publisher	Score	Issue
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonenstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam!	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'n Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27

FORUM EXTRA

READER REVIEWS

We want your reviews of your PlayStation games. So write a review and send it to opm@ziffdavis.com. **Get on with it!**

We can't publish everyone, so keep it short, be witty and remember that not every game deserves a 5-disc rating because you like it!

Spider-Man PS2

What you said: "Treyarch's *Spider-Man* is a flop. I recognize their hard work, and they're effort is noted, but *Spider-Man* just goes to show that movie tie-ins suck. I developed a serious case of boredom from the second level. That tells you something. And if you want frustrating, try those stealth levels out. There are some amazingly detailed graphics and particle effects, not to mention aerial battles. But the villains seem thrown in to make things longer, and combat now makes Spidey look incredibly weak. One question: Did C-Bake actually play this?"

Your Score ●●◖

Nick Riley
SpideyBuddy@msn.com

> **"The villains seem thrown in to make things longer, and combat now makes Spidey look incredibly weak."**

What we said: "It doesn't quite manage to usurp Neversoft's original PSone Spidy title for the 'best superhero game ever' crown."

Our Score ●●●●◖

Final Fantasy X

What you said: "I played *FFX* and was very impressed.The voice acting is excellent (except Yuna's), the graphics are sweet, and the music is great! The puzzles are a welcome addition, and Blitzball is fun. The only real problems I have with the game is that it's very linear and the bosses are too easy or cheesy."

Your Score ●●●●◖

Dante Stryfe
DanteStryfe@aol.com

What we said: "*Final Fantasy X* is among the most entertaining overall experiences in a video game."

Our Score ●●●●●

Tony Hawk's Pro Skater 3

What you said: "This is a good game that lacks replay value. If you want to unlock everything you're going to have to play the game through so many times. The multiplayer games get boring since the games aren't that different from prior *Tony Hawk* games."

Your Score ●●●◖

Colby Clemmons
game_boy66070@yahoo.com

What we said: "The moment you turn this game on, you'll be at its mercy."

Our Score ●●●●●

Stuntman

What you said: "*Stuntman* is much too hard. But, once beating and completing scenes, you get a good feeling because the game rewards you with cars and toys.There are also driving games, and they're fun to do—especially the speed tests. The problems are the unforgiving career mode, no multiplayer and the often lengthy load times. But, the positives make up for it. It's a solid if you can stand the difficulty."

Your Score ●●●●

McGloogan2@aol.com

What we said: "The problem is that the game itself is so utterly unforgiving."

Our Score ●●●

Virtua Fighter 4

What you said: "I bought *VF4* because of all the hype you guys over at *OPM* keep giving. Unfortunately I'm sadly disappointed in it. I was expecting a much better game—faster paced at least. I'll give you the fact that the game is good and has a lot to do in it, but the best fighter? Far from."

Your Score ●●●●

Lara Atkinson
deviouslywicked_17@hotmail.com

What we said: "Martial arts fans will be thrilled at the degree of realism this offers."

Our Score ●●●●●

The Italian Job

What you said: "*The Italian Job* consists of crappy graphics, poor control of the car (you can't even look backwards) a weird police system and plenty of action-packed levels. If there is any better way to spend a summer, I haven't found it. You can peel around London, Turin and the Alps in Mini's and other funny-looking European cars. What a blast! The loading times suck, though. And so does the control, but otherwise I believe this game should be in everyone's PS2 this summer.!"

Your Score ●●●●●

Scott Curtis
Tricia_deGruyther@wsib.on.ca

What we said: "If you're looking for a great drive with cinematic wit, give this a whirl—even if you're a graphics snob."

Our Score ●●●●●

Parasite Eve 2

What you said: "Wow, where do I start? I just picked this up a week ago. Big mistake. I should have picked it up a lot sooner! Even after being spoiled by the PS2's graphics, I still marvelled at *Parasite*'s visuals. The gameplay is amazing, albeit difficult at times. The story line seems a bit watered down and almost rushed, but character development is definitely a redeeming factor."

Your Score ●●●●◖

Richard Westover
GrayPanther32@aol.com

What we said: "RPGers may find this shallow, but adventure fans will find plenty to love."

Our Score ●●●●◖

Game	Publisher	Score	Issue
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro	●●●●	17
Wheel of Fortune 2	Hasbro	●●●●	39
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adventure	Mattel	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◖	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X-Bladez: Inline Skater	Crave	◖	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra	●●	40
① Yu-Gi-Oh: Forbidden Memories	Konami	●◖	57
Boy, oh, boy! Nerd codes!			
Blue Eyes White Dragon		89631139	
Man-eating Treasure Chest		13723605	
Magical Ghost		46474915	
Sorcerer Of The Doomed		49218300	
Dark Magician		46986414	
Fissure		66788016	
Claw Reacher		41218256	
Exodia (Head)		33396948	
Ansatsu		48365709	
Man-eating Bug		54652250	
Giant Soldier of Stone		13039848	
Waboku		12607053	
Mystical Elf		15025844	
Curse of Dragon		28279543	
Celtic Guardian		91152256	
Winged Dragon		877969	
Neo The Magic Swordsman		50930991	
Dragon Zombie		66672569	
Witty Phantom		36304921	
Monster Reborn		83764718	
Great White		13429800	
Ancient Elf		93221206	
Beaver Warrior		32452818	
The Stern Mystic		87557188	
Mystic Clown		47060154	
Baron Of The Fiend Sword		86325596	
Change Of Heart		04031928	

TELL US WHAT YOU THINK

Drop us an email, let us know what you like the best about our Replay section, what you'd like to see more of, and even what you could do without. Send your comments to:opm@ziffdavis.com, with REPLAY in the subject line.

REPLAY FORUM

would be most appreciated.
Kevin Spence

Kevin,
Your wish is the Replay Forum's command. But it seems like you're getting to this problem sort of late (notice our cover feature when you get a chance). Anyhow, to solve your issue, try this: Once you get the ride, haul ass and get into the tunnels winding around under the city. If you do, then only one car can effectively hit you at a time. Enclosed spaces are great! Do that and you'll escape with a smile on your face. Otherwise, forget it. Those are some angry cops.

GRAND THEFT AUTO III: ORGY
This trick is totally worthless, but you can get three prostitutes in the car with you at once. How you ask? Easily. Get a car with four seats and wait until night when the hookers are more plentiful. Find a hooker, pull up so she is near your rear bumper, honk the horn so she'll start to follow you. Drive slow and don't get to far away. Then go near another one and honk so she'll follow you, and then another. Once you have three hookers following you, stop and keep honking. All three should get in simutaneously, but when the car gets a rocking your life meter still only goes up to 125, that's why it's just a worthless trick.

RCB
cpumail@netzero.net

STEPPING OUT OF THESE PAGES AND INTO YOUR HOMES!

Join Shoe and the rest of the Game Group editors as they invade your screen with the latest game news and releases that will jumpstart your weekend!

Tune in every Thursday 7:45 pm ET/ 4:45 pm PT
to HOT**WIRED**'s Big Video Game Hunting hosted by Renay San Miguel
on CNN Headline News.

Big Video Game
HUNTING

CNN
HeadlineNews

WHAT'S
THE
VERDICT
DAN HSU
ELECTRONIC GAMING MONTHLY
LIVE
CNN HeadlineNews

ELECTRONIC GAMING MONTHLY

OFFICIAL U.S. PlayStation MAGAZINE

COMPUTER GAMING WORLD

GAMENOW

XBN
XBOX NATION INDEPENDENT XBOX MAGAZINE

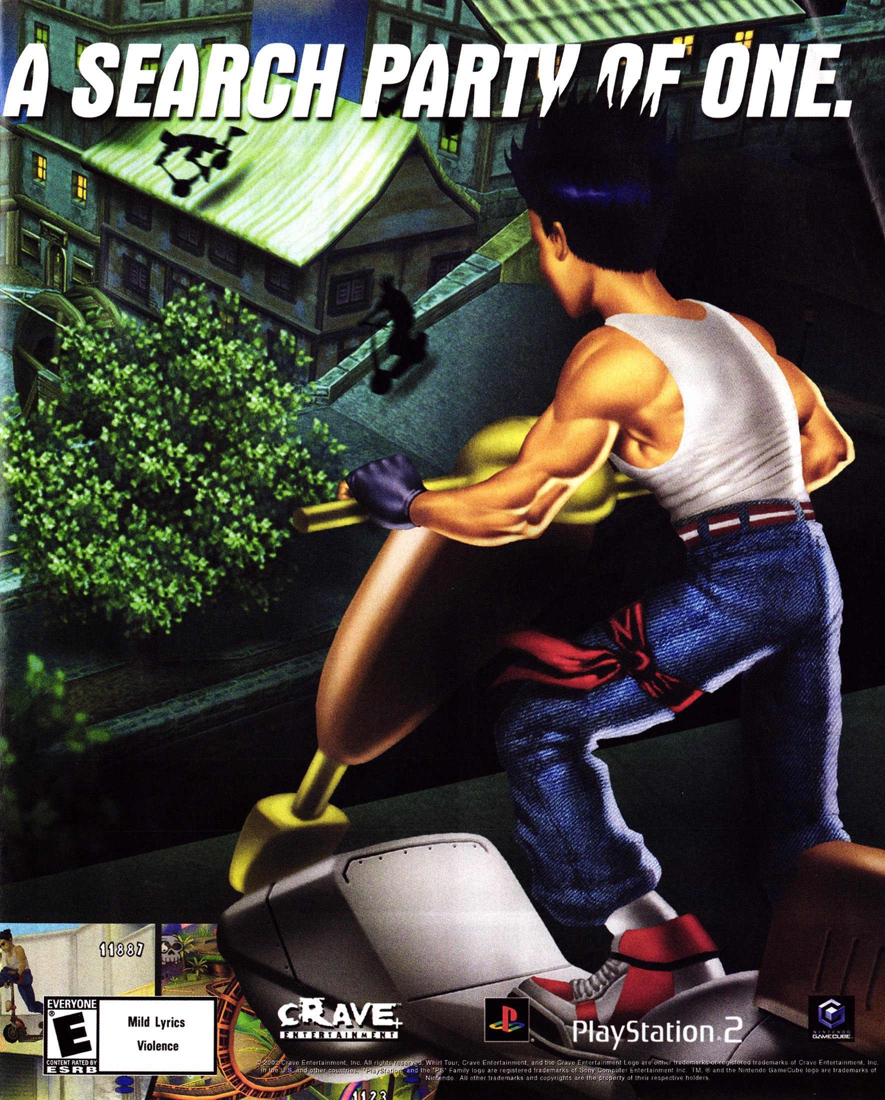
ZIFF DAVIS MEDIA™
GAME GROUP

A LOST PARTY OF SIX...
WHIRL TOUR™

ADVENTURE. ASPHALT. ATTITUDE.

- Original adventure story line that ties in with the gameplay and level progression.
- Eight creative and uniquely animated levels populated with pedestrians, traffic, animals and themed enemies.
- 7 unique characters and 10 scooters can be unlocked, customized, and used by the player.
- Dozens of tracks from 4 genres, hip-hop, rock, punk, and techno, spread throughout the game.

1ST
1742
169976
1564
TAKE A RIDE!
WARNING


A SEARCH PARTY OF ONE.
11887
1123
CRAVE ENTERTAINMENT
PlayStation 2
NINTENDO GAMECUBE

EVERYONE
E
CONTENT RATED BY
ESRB
Mild Lyrics
Violence

© 2002 Crave Entertainment, Inc. All rights reserved. Whirl Tour, Crave Entertainment, and the Crave Entertainment Logo are either trademarks or registered trademarks of Crave Entertainment, Inc. in the U.S. and other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. All other trademarks and copyrights are the property of their respective holders.

EVERQUEST BETA TEST CONTEST

Enter to win a chance to play EverQuest Online Adventures before anyone else, as well as other prizes!

Just got your network adapter and want to experience the next big thing before all of your friends do? Sony Online Entertainment and the *Official U.S. Playstation Magazine* invite you to register to win cool prizes and a spot in the *EverQuest Online Adventures* Beta Test Program.

Here's how it works: Simply fill out the online registration form at www.everquest.com/OPM and you'll be entered to win a secured spot in the beta test, as well as the following cool prizes. Your name will be placed in a pool of valid entrants for a random drawing to take place on or about Nov. 4, 2002.

Grand Prize (1)
- A spot in *EverQuest Online Adventures* Beta Test Program
- A remarked, signed limited-edition lithograph by renowned *G.I. Joe* and *Lady Death* artist, David Michael Beck
- A copy of *EverQuest Online Adventures* signed by the development team when released
- One year's subscription to *EverQuest Online Adventures*

Yazdrael
Gregor
Lough

First Prize (9)
- A spot in *EverQuest Online Adventures* Beta Test Program
- A copy of *EverQuest Online Adventures* when released
- An *EverQuest Online Adventures* Gamecard for one month of free gameplay

Don't delay, though! The sweepstakes begins at 12:00.01 a.m. Pacific Time, Oct. 1, 2002, and final entries must be received no later than Oct. 30, 2002, 11:59 p.m. Pacific Time.

Oh yeah, and you'll just need the following things:

- A PS2
- A Network Adaptor (for PS2)
- A Memory Card 8MB (for PS2)
- An Internet connection and Internet Service Provider—the game may be played using either a broadband or narrowband (dial-up) Internet connection (note, end-users are responsible for all Internet connection services and fees)

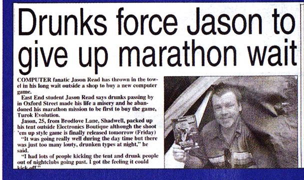
Remember, there's only one way to enter: Go to www.everquest.com/OPM to register. And for more info on *EverQuest Online Adventures*, check out the official Web site at www.everquestonlineadventures.com. Good luck from your friends at Sony Online Entertainment and *OPM*!

Official Contest Rules

NO PURCHASE NECESSARY. VOID IN PUERTO RICO, GUAM, ALL OTHER U.S. AND FOREIGN TERRITORIES AND POSSESSIONS AND WHERE PROHIBITED BY LAW. Sweepstakes begins at 12:01.01 AM Pacific Time on October 1, 2002, and ends on October 30, 2002, at 11:59 PM Pacific Time. One entry per person. Must be a U.S. resident, 18 years of age or older. Principals or employees of a developer or publisher of video or computer games are not eligible to participate. No alternative prize, cash, or other substitution is permitted except by Sponsor in the event of prize unavailability. Prizes are non-transferable. All federal, state, provincial and local taxes are the sole responsibility of Winner. A total of ten (10) prizes will be awarded (1 Grand Prize and 9 First Prizes). Winners must comply with the terms and conditions of the beta test program and all applicable rules, policies, and guidelines for the EverQuest game. Odds of winning depend on the number of eligible entries received. To enter, go to: www.everquest.com/opm. The Sweepstakes is subject to the Official Rules, which are posted at: www.everquest.com/opm/officialrules. Sponsored by Sony Online Entertainment, Inc., 8928 Terman Court, San Diego, CA 92121. Sony Computer Entertainment America takes no responsibility for this offer.

© 2002 Sony Computer Entertainment America Inc. EverQuest is a registered trademark and Online Adventures is a trademark of Sony Computer Entertainment, Inc. All rights reserved.

DORK GIVES UP



Drunks force Jason to give up marathon wait

COMPUTER fanatic Jason Read has thrown in the towel in his long wait outside a shop to buy a new computer game.

East End student Jason Read says drunks passing by in Oxford Street made his life a misery and he abandoned his marathon mission to be first to buy the game, Turok Evolution.

Jason, 25, from Brodlove Lane, Shadwell, packed up his tent outside Electronics Boutique although the shoot 'em up style game is finally released tomorrow (Friday)

"It was going really well during the day time but there was just too many louty, drunken types at night," he said.

"I had lots of people kicking the tent and drunk people out of nightclubs going past. I got the feeling it could kick off."

Remember that guy we reported on last issue who was trying to break the record for longest time ever waiting in line for a game (for *Turok: Evolution*, of all games)? Well, he didn't make it—not even close. According to U.K. newspaper reports, after enduring much (justified) ridicule from drunken pub-goers, he simply gave up. We're also betting whatever cash Acclaim must've been handing him for the publicity probably just wasn't enough.

HI, MY NAME IS...

Believe it or not, the wacky folks pictured here are all named Turok. They were the winners of a contest held by Acclaim UK to nab roughly $800 for legally changing their names to Turok for one year. A contest, mind you, that apparently 10,000 people entered—10,000 people who would willingly walk around with the name Turok for a year. According to Ananova.com, the winners will now have everything from their passports to their telephone bills changed to carry the name "Turok" on them. Oh, but it gets worse. Acclaim U.S. held a similar contest awarding $10,000 in savings bonds for college tuition to the first baby named Turok over Labor Day weekend. We don't know about you people, but if our parents named us Turok when we were kids, there would be some hell to pay later on in life. Hell to pay!

GAMING BANNED IN GREECE

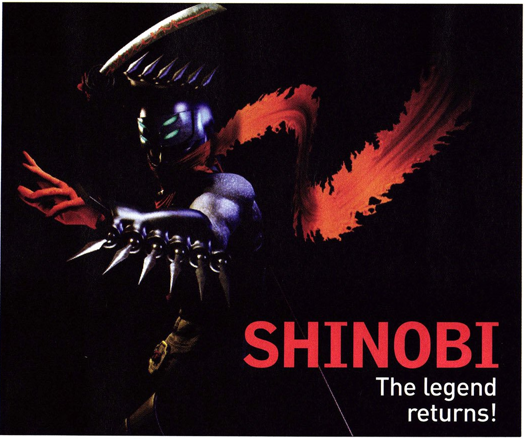
If you think we've got some messed up laws here, check this out: The government of Greece recently banned all forms of electronic gaming, including video games. That's right, people there couldn't play arcades, PS2—they weren't even allowed to fiddle around with solitaire on their PCs. Why, you might ask? Well, in an effort to crack down on Internet gambling, the government outright banned all forms of electronic gaming. Funny thing is, the law lasted only for about two weeks—a court later found it unconstitutional when two Internet cafe owners were prosecuted for allowing people to play *Counter-Strike* and online chess on their computers. Sheesh—and we thought we had it rough with Sen. Lieberman!

Ad Index

Acclaim Ent. 16-17,51,95,127,161
www.acclaim.com
Activision..............................97, 113, 135, 201
www.activision.com
Bam Entertainment..................................6-7
www.bam4fun.com
Bandai America Inc. 139, 141, 143, 197
www.bandai.com
Blockbuster Entertainment......................133
www.blockbuster.com
BradyGames...185
www.bradygames.com
Capcom U.S.A., Inc. 14-15
www.capcom.com
Comp USA 151, 181
gamefixx.compusa.com
Crave Entertainment 213
www.cravegames.com
DC Shoes, Inc 69
www.dcshoes.com
Ecko Unlimited...33
www.ecko.com
Eidos Interactive, Inc 10a-c, 57, 67, 83
www.eidos.com
Electronic Arts.....4-5, 46-47, 80-81, 116-125, 152-153, 207
www.ea.com
Electronics Boutique 26-27
www.ebgames.com
Enix America..............................148-149, 177
www.enix.com
Full Sail Real World 225
www.fullsail.com
Hobarama Corp..115
www.bawls.com
Infogrames, Inc. .... 58-59, 61, 106-107, ...136-137, 169, 171, 173
www.infogrames.net
Intec Inc. 129
www.inteclink.com
Kemco U.S.A. Inc. 52-53
www.top-gear.com
Konami America...................85, 105, 147, 203
www.konami.com
LucasArts Entertainment..............28-29, 179
www.lucasarts.com
Majesco Sales, Inc......................................189
www.majescosales.com
Metropolis Digital..23
www.metro3d.com
Midway Home Entertainment ....19, 63-65, ...73-75, 100-101, 108-109, 111
www.midway.com
Namco Hometek 187, 205
www.namco.com
Radica USA, LTD.......................................195
www.radicagames.com
Sega of America..21
www.sega.com
Sega Of America 48-49, 54-55, 193, 221
www.sega.com
Sony Computer Entertainment.................2-3
www.scea.com
Square-EA 39, 41, 43, 45
www.kingdomhearts.com
THQ.........................86-91, 164-165, 226-228
www.thq.com
Take 2 Interactive Software ...12-13, 144-145
www.take2games.com
TDK Mediactive......................................78-79
www.tdk-mediactive.com
Tecmo Inc. 131
www.tecmoinc.com
Ubi Soft Entertainment 8-9, 154-155, 211
www.ubisoft.com
Vivendi Universal-Sierra Entertainment ..70-71
www.sierra.com
Vivendi Universal Games Inc. - Universal...... 24-25, 103, 163, 156-157
www.universalinteractive.com
Vivendi Universal Games Inc. - PPG 215
www.interplay.com
Wizards of the Coast 35-37
www.wizards.com
Xicat Interactive 191
www.xicat.com

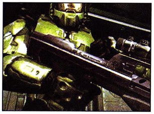
December 2002
On sale Nov. 5

OFFICIAL U.S. PlayStation MAGAZINE



November 2002
On sale now

ELECTRONIC GAMING MONTHLY



Heavenly Halo

EGM brings you the inside scoop on the biggest sequel of 2003: *Halo 2*. Join 'em as they serve up screenshots and chat with Bungie about where they're taking this intergalactic blockbuster. Plus, find out how *Halo 2* plans to dominate online gaming. Also, check out one of *EGM*'s fattest previews sections ever, with first looks at the new James Bond shooter!

November 2002
On sale now

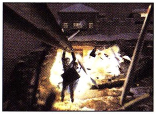
GAMENOW

Star Fox Returns

Star Fox is finally flying into orbit, and the crew at *GameNOW* will be on hand to record this historic moment. Check out *GN*'s review and tips on how to get through *Dinosaur Planet*. Elsewhere in the mag, read all about *Turok*, *James Bond* and *Toe Jam & Earl*. Will their new adventures be worth your time? Get the scoop in *GameNOW* this November!

November 2002
On sale now

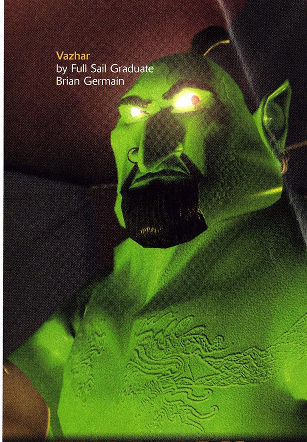
COMPUTER GAMING WORLD



007: Nightfire

James Bond comes to the PC for the first time ever, and *CGW* brings you the exclusive in-depth story on the levels, the cars, the gadgets, the weapons and, of course, the babes that will make this game a first-person-shooter classic. Plus, what it's like to be "Jaws" in multiplayer. *CGW* also checks out one of the hottest RTS games ever: *C&C Generals*!

Editorial content subject to change


Vazhar
by Full Sail Graduate
Brian Germain

FULL SAIL®
Real World Education

School of:
- Game Design and Development
- Computer Animation
- Digital Media
- Film
- Audio
- Show Production

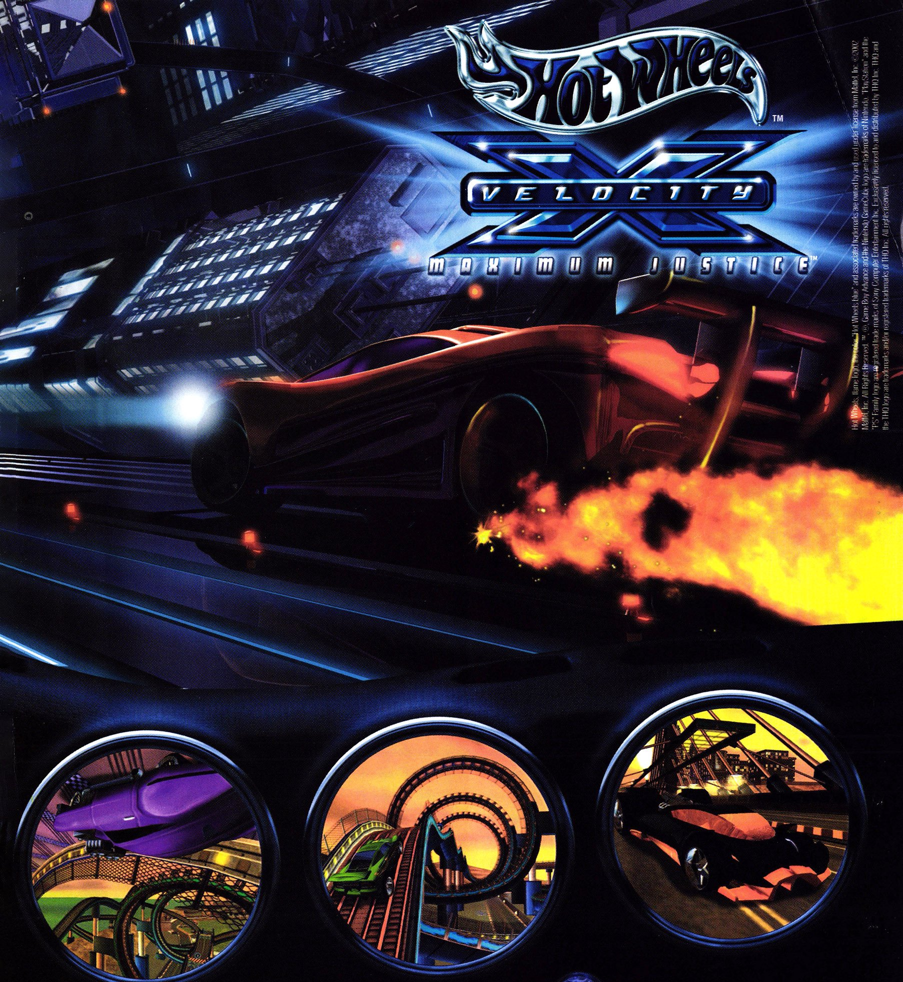
800.226.7625
www.fullsail.com

- Financial aid available to those who qualify.
- Job placement assistance.
- Accredited college, ACCSCT.

3300 University Boulevard • Winter Park, FL 32792

© 2002 Full Sail, Inc. All rights reserved. The terms "Full Sail," "Full Sail Real World Education," and the Full Sail logo are either registered service marks or service marks of Full Sail, Inc.

Drive Like You've Never Imagined.
"...takes vehicular racing to the next level..."
— ign
F
E
MPH
289
00003490.7
TURBO LEVELS
Hot Wheels
EVERYONE
E
CONTENT RATED BY
ESRB
Violence
NINTENDO
GAMECUBE
PlayStation 2



Hot Wheels, flame logo, the color "Hot Wheels blue" and associated trademarks are owned by and used under license from Mattel, Inc. ©2002 Mattel, Inc. All Rights Reserved. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trade marks of Sony Computer Entertainment Inc. Exclusively licensed to and distributed by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved.

WINDOWS® 98
PC CD ROM
WINDOWS™ ME/XP

GAME BOY ADVANCE

beyondgames inc

THQ®
www.thq.com

SHUT YOUR MOUTH.

WWE

SMACKDOWN!™
SHUT YOUR MOUTH

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

PlayStation®2

®

FUTURE MEDIA CREATORS
YUKE'S

JAKKS Pacific
INC.

World Wrestling
Entertainment™

THQ®
www.thq.com

The names of all World Wrestling Entertainment™ televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment™ logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2002 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2002 THQ/JAKKS Pacific LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. Developed by Yuke's Co., Ltd. Yuke's Co. and its logo are trademarks of Yuke's Co., Ltd. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!